

7 STUD HI/LOW SPLIT (8 QUALIFIER) POKER

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DESCRIPTION

7-CARD STUD HI/LO SPLIT uses a standard 52-card deck, generally without the Joker. This game combines aspects of 7-CARD STUD HI and 7-CARD STUD LOW. (Razz)

METHOD OF PLAY

1. Players ante, the size of which is relative to the stakes of the game.
2. Players are dealt three cards in turn, in rotation; two face down, one face up.
3. Round of betting.
4. Active Players are dealt one card, face up (4th).
5. Round of betting.
6. Active Players are dealt one card, face up (5th).
7. Round of betting.
8. Active Players are dealt one card, face up (6th).
9. Round of betting.
10. Active Players are dealt one card, face down (7th).
11. Final round of betting.
12. Active Players now expose their cards. The Best HIGH hand and the best LOW hand, providing it is an "8-or-Better", split the pot. Otherwise the HIGH hand wins all the pot.

GENERAL RULES

1. IT IS THE PLAYER'S RESPONSIBILITY TO PROTECT THEIR HAND AT ALL TIMES. Dealers will assist in reading hands to the best of their ability, although it is the Player's responsibility to protect his or her hand at all times. The dealer will assume that any unprotected, abandoned, or discarded hands are dead or have been folded. Neither the house nor the dealer can be held accountable for the Player's failure to protect their hand. At management's discretion, a hand may be considered retrievable.
2. Initial buy-ins for the above game is ten times the minimum bet. Thereafter, only one buy of a lesser amount (short-buy) is allowed. Add-on buys, which bring you up to the minimum buy-in, will not be considered a short buy-in.
3. A card placed face up in the deck (boxed card) is dead and is dealt into the discards. The next card below it in the deck replaces a boxed card. If a Joker were to appear in a deck, it would be treated as a dead card. If a Player does not call attention to the Joker among their down cards before acting on their hand, then they have a foul hand and forfeit all rights to the pot and all monies involved.

DEALING RULES

INITIAL THREE CARDS

4. If the Dealer accidentally turns up a Player's first or second hole card, the third card is dealt face down.
5. If both of a Player's first two hole cards are turned up accidentally by the Dealer, that will constitute a misdeal, and the hand will be re-dealt.
6. If a Player's first and third cards are turned up, the bet will be the amount of the force only - no completion or raise - if that seat continues to play, otherwise play resumes as normal.
7. Should the Player be responsible for one of their first two hole cards being turned over, the third card shall be dealt up as in normal conditions. The exposed card plays as one of the players' three down cards.
8. If the Dealer deals a card to an empty seat (first or second card) and the error cannot be corrected, it is dead, put into the discards, and the deal continues. If it occurs on an up card, it will be corrected by moving the cards to the proper order. If it occurs on the final down card, and it cannot be corrected, the hand plays as dealt.
9. If a Player is dealt more than two (2) hole cards and it is discovered before they act on their hand, the extra card will be retrieved and used as the burn card. A Player dealt less than two (2) hole cards will receive a card(s) from the top of the deck. If it is not discovered until after that Player takes action, they have a fouled hand and any money wagered is forfeited.

THIRD - SIXTH STREET ACTION

10. A card dealt off the table is a dead card and will be replaced after the last Player has received his card for that round. The dead card will be used for the next round's burn card, if necessary.
11. Check and raise is permitted.
12. If a Player folds his hand after making a forced bet,:
 - (a) That seat will continue to receive subsequent card(s) until there is a bet.
 - (b) If a Player folds his hand on 4th, 5th, or 6th Street and there has been no bet, the Player (seat) will continue to receive card(s) until there is a bet.
 - (c) The above mentioned card(s) will be dealt face down.
13. If a Dealer burns and deals a card(s) before a round of betting has been complete, that card(s) will be eliminated from play, along with an additional card for each remaining player in the hand. Dealer will then burn a card and deal normally. After that round of betting has concluded, play resumes in a normal fashion.
14. If the Dealer burns two cards, or fails to burn a card, the cards will be moved to the proper position if possible. If this happens on a down card and there is no way to tell which card was received, then all Players will accept the cards given to them.

SEVENTH STREET ACTION

15. If the high hand on board is "all in" before the betting starts on any round, the next high hand will initiate the action.
16. If the Dealer turns the last card face up to any Player(s), all remaining Players will receive their last card face down. The Player(s) whose card(s) was exposed has the option of declaring himself all-in, and all subsequent betting will be on the side. If the Player chooses not to be "all-in", the betting continues as normal with the Player who was high on the sixth card initiates the action.
17. If there are not enough cards left in the deck to burn and deal the remaining players a seventh card, and there will be enough cards using the burn cards, the Dealer shall in the following order:
 - 1st. Burn and use the last card.
 - 2nd. Do not burn and use the last card.
 - 3rd. Scramble the burn cards with the remaining stub, burn and complete the deal using the last card if necessary. If there are exactly enough cards for the remaining players, do not burn and use the last card.
18. If there are not enough remaining cards for the above procedure, the Dealer shall scramble the burn cards with the remaining stub, burn and turn over a community card. This card plays in all hands but is not used to determine who controls the action for betting purpose. If the Stub contains three or more

cards (but not enough to complete the deal) burn and turn the community card directly from the stub. No scramble is necessary.

BETTING

19. Only a full bet constitutes a bet or a raise. Anything less than a full bet is considered action only. After the pot has been opened, and a Player has gone all in for an amount less than a full bet or raise, the next Player can:
 - (a) call the equivalent amount
 - (b) Put in an amount equal to a full bet or raise.
20. String raises are not allowed. A Player must put in an amount at least equal to one half a raise to be allowed to return to their stack to complete a raise. A verbal declaration, i.e., "I raise", before action is started, clarifies the action and allows the player to return to their stack to fulfill their raise.
21. Check and raise is permitted.
22. No one who checks out of turn may initiate any action.
23. A Player who puts a single chip into the pot that is larger than the bet to them is assumed to have called the bet, unless they announce "raise".

SHOWDOWN

24. At showdown, the Player initiating the last action by either checking or betting must turn his hand over first.
25. When a Player turns any of his up cards face down after a bet has been made; he concedes all rights to the pot. (Discretion of management)
26. A Player who calls a bet and is beaten "on board" is not entitled to his bet back.
27. A Player must have seven cards in order to win at showdown, except as provided in Rule #18. Any other number of cards constitutes a dead hand.
28. At showdown, using traditional hand rankings, the active Players with the best five-card HIGH hand, and the best five-card LOW hand, out of his seven cards are the winners. All seven cards must be exposed at showdown. In order for the Low hand to win half the pot, the hand must qualify as an "8 or Better". If there is no qualifier, the high hand receives the whole pot.
29. If a high hand and low hand split the pot, the odd chip goes to the high hand. If there is a pot split between two high hands and there is an extra chip, the extra chip goes to the highest card in the five card hand according to suit rank. (Spades, Hearts, Diamonds, Clubs). If there is a pot between two low hands, and there is an extra chip, the chip goes to lowest card in the five card hand according to suit rank (Clubs, Diamonds, Hearts, Spades)

GLOSSARY

Action: What the betting and playing in a particular hand or game is called. A game with a lot of betting is an action game. The player who is first to start

the betting is referred to as the "action." Any player whose turn it is to act will be told "the 'action' is on you."

Active Player: A player with a live hand still in the pot.

All-In: Having all one's chips in the pot.

Ante: A fixed amount of money, required per player, to be posted before the start of a hand.

Bet: Chips placed in the pot.

Board: The four cards that are dealt face up.

Bring it In: Means to start the betting on the first round.

Burn: To take the top card of the deck off and place it out of play by protecting it under chips or separated from the rest of the cards. A burn is removed from the deck at the start of each round of cards except the initial deal.

Buy-In: The minimum amount of money required to sit down in a particular game.

Call: To put in the pot an amount of money equal to an opponent's bet or raise.

Cap: The last raise allowed on a betting round.

Check: To decline to bet when it is your turn.

Check Raise: To check and then raise after an opponent bets.

Chip: A round token in various denominations representing money.

Community Card: A card turned up in the center of the table, which is used by all active players.

Control Hand: The hand that controls the betting.

Dead Hand: A hand that a player may not continue to play because of an irregularity.

Down Card: Is a card that is delivered face down so that no other Player knows its value. Is also referred to as a "hole" card.

Drop: This is an interchangeable term for Time Collection, Fee, Time Fee, and any other term used to describe the amount paid by the players for the time spent at the table.

Fold: To drop out of a pot rather than call a bet or raise.

Force Bet: A bet that one player is required to put into a pot to start the first betting round

Limit: The amount a player may bet or raise on any round of betting.

Limit Poker: A poker game where the minimum and maximum amounts a player may bet or raise on any given round of betting are fixed.

Off-suit: Two different suits, used to describe the first two cards.

Open: To make the first bet in a poker hand.

Open Pair: The first two up cards are a pair.

Overcall: A call of a bet after another player has already called.

Over-Card: Any card on board higher than your pair.

Pass: To check. Also, to fold.

Position: The spot in the sequence of betting in which a player is located.

Pot: The total amount of money wagered at any point in a hand. A hand itself is also referred to as a pot.

Qualifier: The highest card a player may have in their hand to be eligible for a portion of the pot.

Raise: To bet an additional amount after someone else has bet.

River: The River is the last card delivered (face down).

Round of Betting: sequences of betting after one or more cards have been dealt.
A round of betting continues until each active player has either folded or called.

Showdown: The turning up of all active player's cards at the end of the final round of betting to determine who has the winning hand.

Side Pot: A second pot for the other active players when one or more players are "All -In".

Split Limit: A game with two distinct betting structures

String Bet: Any bet wherein a player has to go back to his stack to get additional chips to complete a bet or a raise which was not verbally declared.

Substantial Action: Three players acting or two players putting money in the pot by a bet, call, or raise.

Suited: Two or more cards of the same suit.

Third Street: Describes the first three cards delivered.

Top Pair: Pairing the highest card on board

Up Card: The card that is turned face up on the table either in front of a Player as part of the individual hand or face up in the middle of the table as a "community" card that plays as part of all hands.

Wager: A bet.

Wired Pair: A pair in your hand.

7 STUD / HI POKER

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DESCRIPTION

7-CARD STUD uses a standard 52-card deck, generally without the Joker. Traditional high ranking of hands applies.

METHOD OF PLAY

1. Players ante, the size of which is relative to the stakes of the game.
2. Players are dealt three cards in turn, in rotation; two face down, one face up.
3. Round of betting.
4. Active Players are dealt one card, face up (4th street).
5. Round of betting.
6. Active Players are dealt one card, face up (5th street).
7. Round of betting.
8. Active Players are dealt one card, face up (6th street).
9. Round of betting.
10. Active Players are dealt one card, face down (7th street).
11. Final round of betting.
12. Active Players expose all of their cards. Best five-card hand, in traditional order, wins.

GENERAL RULES

1. IT IS THE PLAYER'S RESPONSIBILITY TO PROTECT THEIR HAND AT ALL TIMES. Dealers will assist in reading hands to the best of their ability, although it is the Player's responsibility to protect his or her hand at all times. The dealer will assume that any unprotected, abandoned, or discarded hands are dead or have been folded. Neither the house nor the dealer can be held accountable for the Player's failure to protect their hand. At management's discretion, a hand may be considered retrievable.
2. Initial buy-ins for the above game is ten times the minimum bet. Thereafter, only one buy of a lesser amount (short-buy) is allowed. Add-on buys, which bring you up to the minimum buy-in, will not be considered a short buy-in.
3. A card placed face up in the deck (boxed card) is dead and is dealt into the discards. The next card below it in the deck replaces a boxed card. If a Joker were to appear in a deck, it would be treated as a dead card. If a Player does not call attention to the Joker among their down cards before acting on their hand, then they have a foul hand and forfeit all rights to the pot and all monies involved.

DEALING RULES

INITIAL THREE CARDS

4. If the Dealer accidentally turns up a Player's first or second hole card, the third card is dealt face down.
5. If both of a Player's first two hole cards are turned up accidentally by the Dealer, that will constitute a misdeal, and the hand will be re-dealt.
6. If a Player's first and third cards are turned up, the bet will be the amount of the force only - no completion or raise - if that seat continues to play, otherwise play resumes as normal.
7. Should the Player be responsible for one of their first two hole cards being turned over, the third card shall be dealt up as in normal conditions. The exposed card plays as one of the players' three down cards.
8. If the Dealer deals a card to an empty seat (first or second card) and the error cannot be corrected, it is dead, put into the discards, and the deal continues. If it occurs on an up card, it will be corrected by moving the cards to the proper order. If it occurs on the final down card, and it cannot be corrected, the hand plays as dealt.
9. If a Player is dealt more than two (2) hole cards and it is discovered before they act on their hand, the extra card will be retrieved and used as the burn card. A Player dealt less than two (2) hole cards will receive a card(s) from the top of the deck. If it is not discovered until after that Player takes action, they have a fouled hand and any money wagered is forfeited.

THIRD - SIXTH STREET ACTION

10. A card dealt off the table is a dead card and will be replaced after the last Player has received his card for that round. The dead card will be used for the next round's burn card, if necessary.
11. Check and raise is permitted.
12. If a Player folds his hand after making a forced bet,:
 - (a) That seat will continue to receive subsequent card(s) until there is a bet.
 - (b) If a Player folds his hand on 4th, 5th, or 6th Street and there has been no bet, the Player (seat) will continue to receive card(s) until there is a bet.
 - (c) The above mentioned card(s) will be dealt face down.
13. If a Dealer burns and deals a card(s) before a round of betting has been complete, that card(s) will be eliminated from play, along with an additional card for each remaining player in the hand. Dealer will then burn a card and deal normally. After that round of betting has concluded, play resumes in a normal fashion.
14. If the Dealer burns two cards, or fails to burn a card, the cards will be moved to the proper position if possible. If this happens on a down card and there is no way to tell which card was received, then all Players will accept the cards given to them.

SEVENTH STREET ACTION

15. If the high hand on board is "all in" before the betting starts on any round, the next high hand will initiate the action.
16. If the Dealer turns the last card face up to any Player(s), all remaining Players will receive their last card face down. The Player(s) whose card(s) was exposed has the option of declaring himself all-in, and all subsequent betting will be on the side. If the Player chooses not to be "all-in", the betting continues as normal with the Player who was high on the sixth card initiates the action.
17. (A) If there are not enough cards left in the deck to burn and deal the remaining players a seventh card, and there will be enough cards using the burn cards, the Dealer shall in the following order:
 - 1st Burn and use the last card.
 - 2nd Do not burn and use the last card.
 - 3rd Scramble the burn cards with the remaining stub. Burn and complete the deal using the last card if necessary. If there are exactly enough cards for the remaining players do not burn and use the last card.
17. (B) If there are not enough cards remaining for the above procedure, the Dealer shall scramble the burn cards with the remaining stub, burn and turn over a community card. This card plays in all hands but is not used to determine who controls the action for betting purpose. If the Stub contains

three or more cards (but not enough to complete the deal) burn and turn the community card directly from the stub. No scramble is necessary.

BETTING

18. Only a full bet constitutes a bet or a raise. Anything less than a full bet is considered action only. After the pot has been opened, and a Player has gone all in for an amount less than a full bet or raise, the next Player can:
 - (a) call the equivalent amount
 - (b) Put in an amount equal to a full bet or raise.
19. String bets or raises are not allowed. A verbal declaration, i.e., "I bet", "I raise", before action is started, clarifies the action and allows the player to return to their stack to fulfill his bet or raise.
20. Check and raise is permitted.
21. No one who checks out of turn may initiate any action.
22. A Player who puts a single chip into the pot that is larger than the bet to them is assumed to have called the bet, unless they announce "raise".

SHOWDOWN

23. At showdown, the Player initiating the last action by either checking or betting must turn his hand over first.
24. When a Player turns any of his up cards face down after a bet has been made; he concedes all rights to the pot. (Discretion of management)
25. A Player who calls a bet and is beaten "on board" is not entitled to his bet back.
26. A Player must have seven cards in order to win at showdown, except as provided in Rule Seventeen- (17) b., any other number of cards constitutes a dead hand.
27. At showdown, using traditional hand rankings, the active Players with the best five-card HIGH hand is the winner. All seven cards must be exposed at showdown.
28. In the case of two identical winning hands, any odd chip goes to the Player with the highest card according to suit (Spades, Hearts, Diamonds, Clubs)

GLOSSARY

Action: What the betting and playing in a particular hand or game is called. A game with a lot of betting is an action game. The player who is first to start the betting is referred to as the "action." Any player whose turn it is to act will be told "the 'action' is on you."

Active Player: A player with a live hand still in the pot.

All-In: Having all one's chips in the pot.

Ante: A fixed amount of money, required per player, to be posted before the start of a hand.

Ante Button: A button used to signify the player that antes for all other players on a particular hand. (This term is only used in a few games and seldom at all today)

Bet: Chips placed in the pot.

Board: The cards that the active players have up.

Bring it In: Means to start the betting on the first round.

Burn: To take the top card of the deck off and place it out of play by protecting it under chips or separated from the rest of the cards.

Buy-In: The minimum amount of money required to sit down in a particular game.

Call: To put in the pot an amount of money equal to an opponent's bet or raise.

Cap: The last raise allowed on a betting round.

Check: To decline to bet when it is your turn.

Check Raise: To check and then raise after an opponent bets.

Chip: A round token in various denominations representing money.

Community Card: The card turned up in the center of the table, which is used by all active players.

Control Hand: The hand that controls the betting in any stud game.

Dead Hand: A hand that a player may not continue to play because of an irregularity.

Down Card: Is a card that is delivered face down so that no other Player knows its value. Is also referred to as a "hole" card.

Drop: This is an interchangeable term for Time Collection, Fee, Time Fee, and any other term used to describe the amount paid by the players for the time spent at the table.

Fifth Street: The fifth card on board.

Fold: To drop out of a pot rather than call a bet or raise.

Force Bet: A bet that one player is required to put into a pot to start the first betting round. It could be the winner of the previous pot or high or low card by suit. This Force is considered a bet provided it equals the minimum bet of the game.

Fourth Street: The fourth card on board, the third round of betting. Also known as the "turn Card"

Limit: The amount a player may bet or raise on any round of betting.

Limit Poker: A poker game where the minimum and maximum amounts a player may bet or raise on any given round of betting are fixed.

Off-suit: Two different suits, used to describe the first two cards.

Open: To make the first bet in a poker hand.

Open Pair: If the first two up cards are a pair they are called an "Open Pair".

Overcall: A call of a bet after another player has already called.

Over-Card: Any card on board higher than your pair.

Pass: To check. Also, to fold.

Position: The spot in the sequence of betting in which a player is located.

Pot: The total amount of money wagered at any point in a hand. A hand itself is also referred to as a pot.

Raise: To bet an additional amount after someone else has bet.

River: The River is the last card delivered. Also Known as "Seventh Street".

Round of Betting: sequences of betting after one or more cards have been dealt. A round of betting continues until each active player has either folded or called.

Showdown: The turning up of all active player's cards at the end of the final round of betting to determine who has the winning hand.

Side Pot: A second pot for the other active players when one player is all-in.

Sixth Street: The fourth up card in any 7-Card Stud game.

Split Limit: A game with two distinct betting structures. The first two betting rounds are one half the size of the bets during the last two rounds--therefore, the terminology: \$3-\$6.

String Bet: Any bet wherein a player has to go back to his stack to get additional chips to complete a bet or a raise which was not verbally declared.

Substantial Action: Three players acting or two players putting money in the pot by a bet, call, or raise.

Suited: Two or more cards of the same suit.

Third Street: Describes the first three cards delivered.

Top Pair: Pairing the highest card on board

Turn: Also known as the fourth street card.

Up Card: The card that is turned face up on the table either in front of a Player as part of the individual hand or face up in the middle of the table as a "community" card that plays as part of all hands.

Wager: A bet.

Wired Pair: A pair in your hand.

ASIAN STUD POKER

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DESCRIPTION

ASIAN STUD POKER is played with a 32-card deck, that is, a standard 52-card deck with the Twos, Threes, Fours, Fives, and Sixes removed, and without Jokers. It is played similar to FIVE-CARD STUD, one of the oldest forms of Poker, however because of the missing cards two significant variations apply, at the discretion of the Casino's House Rules.

These differences are:

1. An Ace can be used as a Six or after a King when forming a Straight; and
2. A Flush is of higher ranking than a Full House.

Other than these variations, traditional Poker hand rankings apply. ASIAN STUD is played as a HIGH only game.

METHOD OF PLAY

1. Players ante or post blinds according to House policy, the size of which is determined by the limit of the game being played.
2. Players are each dealt two cards, in turn, one at a time, one up and one down. (Second Street)
3. A round of betting ensues for Players who wish to continue and contend for the pot.
4. Active Players receive a third card, face up. (Third Street)
5. A round of betting ensues for Players who wish to continue and contend for the pot.
6. Active Players receive a fourth card, face up. (Fourth Street)
7. A round of betting ensues for Players who wish to continue and contend for the pot.
8. Active Players receive a fifth card, face up. (Fifth Street)
9. A final round of betting ensues for Players who wish to continue and contend for the pot.
10. Active Players now expose their cards. (Showdown) The best hand is declared the winner.

RANKING OF HANDS

- ROYAL FLUSH
- STRAIGHT FLUSH
- 4 OF A KIND
- FLUSH
- FULL HOUSE
- STRAIGHT
- 3 OF A KIND
- TWO PAIRS
- ONE PAIR

GENERAL RULES

1. IT IS THE PLAYER'S RESPONSIBILITY TO PROTECT THEIR HAND AT ALL TIMES. Dealers will assist in reading hands to the best of their ability, although it is the Player's responsibility to protect his or her hand at all times. The dealer will assume that any unprotected, abandoned, or discarded hands are dead or have been folded. Neither the house nor the dealer can be held accountable for the Player's failure to protect their hand. At management's discretion, a hand may be considered retrievable.
2. Initial buy-ins for the above game is ten times the minimum bet. Thereafter, only one buy of a lesser amount (short-buy) is allowed. Add-on buys, which bring you up to the minimum buy-in, will not be considered a short buy-in.

DEALING RULES

3. All TWOS, THREES, FOURS, FIVES AND SIXES are removed from a standard 52-card deck, now making a 32-card deck. No Joker is used.
4. An ACE may be used to complete a high Straight as in ACE, KING, QUEEN, JACK, and TEN. An ACE can also be used as a SIX to complete a lower Straight as in ACE, SEVEN, EIGHT, NINE, TEN.
5. Traditional high ranking of hands applies with the one exception specified above; that is, a FLUSH is of higher value than a FULL HOUSE.
6. After the first two cards have been dealt (Second Street) the Player with the first "Highest" exposed card is forced to make an opening bet, the size of which is determined by the limits being played. This is a live bet, with the option to raise. High hand initiates action on subsequent rounds.
7. An exposed card is one, which dealt face up. If a Player exposes a card, it is not considered an "exposed" card and will play as is.
8. Check and raise is permitted.

9. Starting with Third Street, the Dealer will "burn" a card before dealing the Third, the Fourth, and the Fifth card to the active Players.
10. English only will be spoken while a hand is in play.
11. CARDS SPEAK. Regardless what a Player says his hand contains the cards he exposes plays. All Players must protect their hands at all times. If a Player's cards come in contact with the discards, or muck, it may be fouled. At the discretion of Management, if a hand is considered retrievable, it MAY play.
12. No string bets allowed. A Player wishing to raise must either verbally declare "RAISE" or place into the pot the full call bet and at least one-half of the raise in order to protect his privilege to raise.
13. One short buy is allowed per playing session at a table.
14. If action has been completed on Fifth Street, either a bet or call, or Check-Check, any Player at the table may ask to see all hands.
15. At Showdown, the Player initiating action must expose his hand first.
16. Management reserves the right to make decision, which are in the best interest of the game. Therefore, under special circumstances, a decision may be rendered that is contrary to the strict and technical interpretation of these rules.

INITIAL TWO CARDS

17. A card placed face up in the deck (boxed card) is dead and is dealt into the discards. The next card below it in the deck replaces a boxed card. If a Joker were to appear in a deck, it would be treated as a dead card. If a Player does not call attention to the Joker among their down cards before acting on their hand, then they have a foul hand and forfeit all rights to the pot and all monies involved.
18. If the Dealer accidentally turns up a Player's first card, the SECOND card is dealt face down.
19. If both of a Player's first two cards are turned up accidentally by the Dealer, that will constitute a misdeal, and the hand will be re-dealt.
20. Should the Player be responsible for their hole card being turned over, the SECOND card shall be dealt up as in normal conditions.
21. If the dealer deals a card to an empty seat (first or second card) and the error cannot be corrected, it is dead, put into the discards, and the deal continues. If it occurs on an up card, it will be corrected by moving the cards to the proper order. If it occurs on the final down card, and it cannot be corrected, the hand plays as dealt.
22. If a Player is dealt more than one(1) hole card and it is discovered before they act on their hand, the extra card will be retrieved and used as the burn card.

THIRD AND FORTH STREET ACTION

23. A card dealt off the table is a dead card and will be replaced after the last Player has received his card for that round. The dead card will be used for the next round's burn card, if necessary.
24. Check and raise is permitted.
25. If a Player folds his hand after making a forced bet,:
 - (a) That seat will continue to receive subsequent card(s) until there is a bet.
 - (b) If a Player folds his hand on 4th or 5th Street and there has been no bet, the Player (seat) will continue to receive card(s) until there is a bet.
 - (c) The above mentioned card(s) will be dealt face down.
26. If a Dealer burns and deals a card(s) before a round of betting has been complete, that card(s) will be eliminated from play, along with an additional card for each remaining players in the hand. Dealer will then burn a card and deal normally. After that round of betting has concluded, play resumes in a normal fashion.
27. If the Dealer burns two cards, or fails to burn a card, the cards will be moved to the proper position if possible. If this happens on a down card and there is no way to tell which card was received, then all Players will accept the cards given to them.

FIFTH STREET ACTION

28. If the High hand on board is "all in" before the betting starts on any round, the next high hand will initiate the action.
29. (A) If there are not enough cards left in the deck to burn and deal the remaining players a fifth card, and there will be enough cards using the burn cards, the Dealer shall:
 - Scramble the stub with the burn cards
 - Cut the stub
 - Burn a card
 - Deal the remaining cards, using the last card if necessary.
29. (B) If there are not enough remaining cards for the above procedure, the Dealer:
 - Will not deal any cards to the active Players
 - Declare that there are not enough cards for all active players
 - Burn a card
 - Turn a community card up in the center of the table. That card plays in each active Players' hand.

GLOSSARY

Action: What the betting and playing in a particular hand or game is called. A game with a lot of betting is an action game. The player who is first to start the betting is referred to as the "action." Any player whose turn it is to act will be told "the 'action' is on you."

Active Player: A player with a live hand still in the pot.

All-In: Having all one's chips in the pot.

Ante: A fixed amount of money, required per player, to be posted before the start of a hand.

Ante Button: A button used to signify the player that antes for all other players on a particular hand. (This term is only used in a few games and seldom at all today)

Bet: Chips placed in the pot.

Board: The cards that the active players have up.

Bring it In: To start the betting on the first round.

Burn: To take the top card of the deck off and place it out of play by protecting it under chips or separated from the rest of the cards.

Buy-In: The minimum amount of money required to sit down in a particular game.

Call: To put in the pot an amount of money equal to an opponent's bet or raise.

Cap: The last raise allowed on a betting round.

Check: To decline to bet when it is your turn.

Check Raise: To check and then raise after an opponent bets.

Chip: A round token in various denominations representing money.

Community Card: The card turned up in the center of the table, which is used by all active players.

Control Hand: The hand that controls the betting in any stud game.

Dead Hand: A hand that a player may not continue to play because of an irregularity.

Down Card: Is a card that is delivered face down so that no other Player knows its value. Is also referred to as a "hole" card.

Drop: This is an interchangeable term for Time Collection, Fee, Time Fee, and any other term used to describe the amount paid by the players for the time spent at the table.

Fifth Street: The fifth and last card on board.

Fold: To drop out of a pot rather than call a bet or raise.

Force Bet: A bet that one player is required to put into a pot to start the first betting round. It could be the winner of the previous pot or high or low card

by suit. This Force is considered a bet provided it equals the minimum bet of the game.

Fourth Street: The fourth card on board.

Limit: The amount a player may bet or raise on any round of betting.

Limit Poker: A poker game where the minimum and maximum amounts a player may bet or raise on any given round of betting are fixed.

Off-suit: Two different suits, used to describe the first two cards.

Open: To make the first bet in a poker hand.

Open Pair: If the first two up cards are a pair they are called an "Open Pair".

Overcall: A call of a bet after another player has already called.

Over-Card: Any card on board higher than your pair.

Pass: To check. Also, to fold.

Position: The spot in the sequence of betting in which a player is located.

Pot: The total amount of money wagered at any point in a hand. A hand itself is also referred to as a pot.

Raise: To bet an additional amount after someone else has bet.

River: The River is the last card delivered.

Round of Betting: sequences of betting after one or more cards have been dealt. A round of betting continues until each active player has either folded or called.

Showdown: The turning up of all active player's cards at the end of the final round of betting to determine who has the winning hand.

Side Pot: A second pot for the other active players when one player is all-in.

Split Limit: A game with two distinct betting structures. The first two betting rounds are one half the size of the bets during the last two rounds--therefore, the terminology: \$3-\$6.

Spread Limit: The betting can be from the lowest limit up to the highest limit.

String Bet: Any bet wherein a player has to go back to his stack to get additional chips to complete a bet or a raise which was not verbally declared.

Substantial Action: Three players acting or two players putting money in the pot by a bet, call, or raise.

Suited: Two or more cards of the same suit.

Third Street: Describes the first three cards delivered.

Top Pair: Pairing the highest card on board

Turn: Fourth card delivered. Also known as the "Fourth Street" card.

Up Card: The card that is turned face up on the table either in front of a Player as part of the individual hand or face up in the middle of the table as a "community" card that plays as part of all hands.

Wager: A bet.

Wired Pair: A pair in your hand.

CALIFORNIA ACES

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DESCRIPTION

CALIFORNIA ACES is played with a standard deck, (52) cards, with four "California Aces" added, making 56 cards.

The object of the game is to have cards whose face value is closer to "22" than the face value of the Designated Player's ultimate cards. If the face value of a Player's cards is closer to 22 than the Designated Player's total, they win. Otherwise, they lose.

If a Player's card total and the Designated Player's card total are the same, neither wins and the Player's bet is returned.

You cannot "BUST" in CALIFORNIA ACES. It is possible to win with 23 or more. If the face values of both hands are equal distance from 22, but one is under and one is over 22, the "under" hand wins. Example: A Player's hand is 24 and the Designated Player's hand is 20. Although both hands are two (2) away from 22, the Designated Player wins because that hand is "under".

METHOD OF PLAY

- 1 Players make a bet, and post the proper collection.
- 2 All active Players are dealt two cards face down, one at a time, in turn, in rotation. The Designated Player is dealt one card face down and one face up.
- 3 Players, in turn, can elect to draw additional face up card(s) in an attempt to improve their total. They may not draw past a hard 22. Any hand that is hit over "22" is considered a losing hand to the extent that money covers.
- 4 After all Players have exercised their option for additional card(s), the Designated Player's cards are exposed, and the same option is available to them.
- 5 Starting with the "Action" hand, each Player's hand is exposed in turn and compared to the Designated Player's hand total to determine the winner based on the above criteria.
- 6 Any Player dealt a "NATURAL 22" (Two Aces, Two California Aces, or one of each) will be a winner over any "22" the DP may draw. If the DP gets a "Natural 22" it is a push.
- 7 Bets are collected and paid only to the extent the Designated Player's money is in action.

Card Values

Aces = 11

Face cards = 10

All other cards = face value

California Aces = 11

GENERAL RULES

- 1 Any attempts to switch, pass, hold out cards, or any other illegal actions will cause that hand to be fouled will forfeit that wager. Any player(s) involved in such actions will be excluded from the premises and may be subject to prosecution.
- 2 Any player removing a losing bet will be subject to pay the maximum bet amount if the size of the wager cannot be determined. Player may be excluded from the premises and subject to prosecution.
- 3 A player who removes a winning wager from the betting spot may be paid the minimum bet (to the extent that money covers) if the correct amount of the wager cannot be determined.

PLAYING RULES

BETTING

4. Players place their bets before the dice cup is opened. No change in bets can occur after that point. PENALTY: Possible forfeiture of wager, exclusion from premises, and subject to prosecution.
5. Players must bet within the table limits.
6. Each table has either a fixed amount for betting, or a spread limit defining minimum and maximum amounts that may be wagered in each betting square.
7. Players must bet at least the table minimum. On fixed limit -(Condition)-tables, only the exact limit will be accepted. No more, no less!
8. Any amount bet over the table limit will not receive action.
9. No bettor can win or lose more than he has bet on a given hand.
10. Each qualified Player has the option to be the Designated Player.
11. If a situation arises that there is not a minimum of two different Designated Players in one round of play, the game must stop.
12. Collection is taken in advance for each bet. Each Player must have a full minimum bet after paying collection.
13. If a player quits, the next player has the option of accepting the DP position, and will not be penalized because they did not have a bet on the previous hand.

14. The Designated Player is allowed to cover all individual bets, provided each bet does not exceed the maximum bet limit established by the San Jose Card Room Ordinance.
15. "Kum-Kum" banks will be paid off and/or collected as one bank.
16. Players who bank "Kum-Kum" do so at their own risk. The House will not hold up action or be responsible for settling disputes that arise from "Kum-Kum" banks.
17. Backline Players may wager on any betting square not taken by the seated Player.
18. Players must post their entire wager in the betting squares before the dice cup is opened. Stating "money covers" (or other call bets) is not acceptable.
19. Any active Player is entitled to know the amount of the Designated Player's wager, to the extent that it affects the play of his hand.

DICE SHAKE

20. The Designated Player shakes the dice to determine the "Action:
21. The Designated Player may allow anyone to shake the dice except a Garden City employee on duty.
22. The Action position is determined by the total on the dice, counting from the Designated Player's position as one (1).

THE DEAL

23. Part of the ritual of CALIFORNIA ACES is the scheduled change of the deck of cards being used. Controlling this function by the House is in the best interest of all Players. There shall be no request from a Player to change the deck between the scheduled times for such changes, unless, in the discretion of Management, a deck is unplayable.
24. One extra scramble or shuffle is permitted upon a Player's request. (Limit: One request per Player per round of dealing)
25. Any exposed card on the deal plays. If the Player elects to draw, his first card will be delivered face down.
26. A boxed card is considered non-existent
27. A misdeal will be declared if:
 - (a) Two or more cards are boxed or exposed by the Dealer;
 - (b) It has been determined, before the deal is completed that cards have gone to the wrong position;
 - (c) The Designated Player was dealt the wrong number of cards;
 - (d) One or more cards of the same suit and value, or cards of different color appear in the deck, the deck is fouled and the hands are all dead. No action. Action on all preceding hands stand
28. A Player has a foul hand if his cards "come into contact" with other cards.
PLAYERS MUST PROTECT THEIR HANDS AT ALL TIMES.

29. A Player may not surrender or concede his hand.
30. No Player is allowed to pick up any hand out of sequence. The Dealer will give the entire hand to the proper Player, and will "table" the hand for the Player after the draw requirements have been met.
31. Cards removed beyond the perimeter of the table may be declared dead and the wager forfeited to the extent that money covers. This includes a card dropped from a Player's hand onto his lap or onto the floor.
32. The Designated Player is dealt a hand in order, along with the other Players. (The DP's hand is kept in front of the Dealer.)

"NATURALS"

33. When showing an Ace or "California Ace", the Designated Player must check his hole card for a "Natural".
34. If the Designated Player has a "Natural", the hand is concluded. The DP wins all wagers to the extent that money covers. If a Player also has a "Natural", it is a push. Neither the Player nor the DP wins or loses.

THE DRAW

35. In the event of a dispute between Players betting on the same hand as to how that hand should be played, the Player with the most money AT RISK makes the final decision to hit or stand.
36. During the draw, each request for a card must be accompanied by an obvious gesture. If a card is prematurely exposed, it is dead and will be replaced after the burning of an additional card.
37. The Dealer or Floor Supervisor may, at a Player's request, play a hand according to "House Way" as follows:
 - (a) Stand on 20, 21, 22, & 23;
 - (b) Hit all other hands except hard 19 when the Designated Player shows an 8 or 9.
38. Once a Player passes on his hand during the draw, using an obvious gesture, he must "table" his hand and may no longer touch his wager or cards.
39. The Designated Player must:
 - (a) Hit 18 or less, and a soft 25 or more;
 - (b) Must stand on a all 21 and 22's;
 - (c) Has an option on 19 and 20.

SHOWDOWN

Players must not expose cards at any time.

40. Any Player removing a losing bet will be subject to pay the maximum bet amount if the size of the wager cannot be determined. Player may be excluded from the premises and subject to prosecution.

41. A push is a tie and has no effect on other wagers.
42. A Player who removes a winning wager from the betting spot may be paid the minimum bet (to the extent that money covers) if the correct amount of the wager cannot be determined.
43. The Dealer will expose all hands that were originally dealt in, whether the Designated Player has covered all the action or not.

MANAGEMENT DECISIONS

44. Once a hand is out of play, Management cannot render a decision regarding that hand.
45. CARDS SPEAK. Verbal declaration as to the content of a Player's hand is not binding. The Dealer will declare the true value of each hand upon showdown, and winner(s) will be determined based upon the rules of the game as listed herein.
46. Management reserves the right to make decisions which are in the best interest of the game. Therefore, under special circumstances, a decision may be rendered that is contrary to the strict and technical interpretation of these rules.
47. DECISION OF MANAGEMENT IS FINAL.

HOUSE WAYS

PLAYERS

- 1 Stand on all hands totaling "20", "21", "22", or "23".
- 2 Hit all other hands except a Hard "19" when the DP's hand shows an "8" or "9".

DESIGNATED PLAYER

- 1 Designated Player must stand on all "21's" and "22's".
- 2 Designated Player must hit "18 or less.
- 3 Designated Player must hit "Soft" "25" or more.
- 4 Designated Player has an option to hit or stand on "19", "20", "soft 23", and "soft 24".

GLOSSARY

Action Button: The Action Button is a specially marked object that is placed beside the betting boxes of the Players who will be first to: Receive their cards; Have their cards read; be paid by, or lose to the DP.

Action: What the betting and playing in a particular hand or game is called. A game with a lot of betting is an action game.

Back Line Betting: Any wager made by a player on any position other than their own position.

Back Liner: A back line bettor.

Bet: Chips placed on the table in a betting square.

Betting Behind or Wagering Behind: Exactly the same as "Back Line Betting"

Betting Square: A specially marked area on the table designated specifically for bets.

Boxed Card: A card that is turned face up in the deck.

Button: A round disc that signifies the DP, or, the First or Second DP wager.

Chip: A round token in various denominations representing money.

Cut: Separating the deck or decks into two parts, placing the top cards on the bottom and the bottom cards on the top.

Cut Card: A card used to determine the location of the cut.

Dead Hand: A hand that a player may not continue to play because of an irregularity.

Deck: Standard cards: 52 cards plus four California Aces.

Designated Player (D.P.): Player / Banker.

Dice Cup: A special cup that has a clear housing, a solid cover and holds three regular dice.

DP Position: The betting spot that the Designated Player is occupying.

Draw: Optional cards added to initial cards.

Drop: This is an interchangeable term for Time Collection, Fee, Time Fee, and any other term used to describe the amount paid to the house to play.

Extent that Money Covers: Matching other bets until all monies have been either won and/or lost.

Hard Hand: A hand that contains an Ace or California Ace, valued at eleven, and makes the total for the hand 19, 20, 21, 22, or 23.

Hit: Same as draw.

Kum-Kum: Means equal share. All parties collect or pay out equally according to the ratio of each share(s) to the total wager made.

Limit: The amount a player may bet in a betting square.

Natural: Highest achievable hand.

No Body Home: Term used to describe a betting spot on the table that has no bets on it.

Position: The spot in the sequence around the table in which a player is located.

Push: Neither the DP nor the player wins.

Soft Hand: A hand that contains an Ace or California Ace valued as eleven and totals anything other than 19, 20, 21, 22, or 23.

Wager: A bet.

GARDEN CITY CASINO

PERMISSIBLE GAMES LIMITS METHOD OF COLLECTIONS COLLECTION FEES SCHEDULES January 2007

<u>PERMISSIBLE GAMES</u>	<u>LIMITS</u>	<u>METHOD OF COLLECTIONS</u>	<u>COLLECTION FEES SCHEDULES</u>	
Hold'em Poker	1-2, 2-4	Fee collected from the pot	# of players	total fee per hand
			9, 8, 7	\$3.00
			6	\$2.00
	3-6, 4-8, 6-12, 8-16, 9-18, 10-20, 15-30, 3 to 100	Fee collected from the pot	5 or less or no flop	\$1.00
			# of players	total fee per hand
			9, 8, 7	\$4.00
Hold'em Hi-Lo Split (8 qualifier) Poker	1-2, 2-4	Fee collected from the pot	6	\$3.00
			5 or less or no flop	\$1.00
			# of players	total fee per hand
	3-6, 4-8, 6-12 8-16, 9-18, 10-20, 15-30	Fee collected from the pot	9, 8, 7	\$5.00
			6	\$3.00
			5 or less or no flop	\$1.00

PERMISSIBLE
GAMES

LIMITS

METHOD OF
COLLECTIONS

COLLECTION FEES
SCHEDULES

20-40 and above

Fee collected from
the pot

# of players	total fee per hand
9, 8, 7	\$5.00
6	\$3.00
5 or less or no flop	\$1.00

Lo Ball Poker

2, 4, 6

Fee collected from
the pot

# of players	total fee per hand
8, 7, 6	\$3.00
5 or less	\$2.00

8, 10, 20, 30, 40, 60, 80
100, 200

Fee collected from
the pot

# of players	total fee per hand
8, 7, 6	\$4.00
5 or less	\$3.00

**Omaha Hi-Lo Split
(8 qualifier) Poker**

1-2, 2-4

Fee collected from
the pot

# of players	total fee per hand
9, 8, 7	\$3.00
6	\$2.00
5 or less or no flop	\$1.00

3-6, 4-8, 6-12,
8-16, 9-18, 10-20,
15-30

Fee collected from
the pot

# of players	total fee per hand
9, 8, 7	\$4.00
6	\$3.00
5 or less or no flop	\$1.00

20-40 and above

Fee collected from
the pot

# of players	total fee per hand
9, 8, 7	\$5.00
6	\$3.00
5 or less or no flop	\$1.00

Omaha Poker

1-2, 2-4

Fee collected from
the pot

# of players	total fee per hand
9, 8, 7	\$3.00
6	\$2.00
5 or less or no flop	\$1.00

3-6, 4-8, 6-12,
8-16, 9-18, 10-20,
15-30

Fee collected from
the pot

# of players	total fee per hand
9, 8, 7	\$4.00
6	\$3.00
5 or less or no flop	\$1.00

PERMISSIBLE
GAMES

LIMITS

METHOD OF
COLLECTIONS

COLLECTION FEES
SCHEDULES

20-40 and above

Fee collected from
the pot

# of players	total fee per hand
9, 8, 7	\$5.00
6	\$3.00
5 or less or no flop	\$1.00

Pineapple Hi Poker 1-2, 2-4

Fee collected from
the pot

# of players	total fee per hand
9, 8, 7	\$3.00
6	\$2.00
5 or less or no flop	\$1.00

3-6, 4-8, 6-12,
8-16, 9-18, 10-20,
15-30

Fee collected from
the pot

# of players	total fee per hand
9, 8, 7	\$4.00
6	\$3.00
5 or less or no flop	\$1.00

20-40 and above

Fee collected from
the pot

# of players	total fee per hand
9, 8, 7	\$5.00
6	\$3.00
5 or less or no flop	\$1.00

Crazy Pineapple 1-2, 2-4

Fee collected from
the pot

# of players	total fee per hand
9, 8, 7	\$3.00
6	\$2.00
5 or less or no flop	\$1.00

3-6, 4-8, 6-12,
8-16, 9-18, 10-20,
15-30,

Fee collected from
the pot

# of players	total fee per hand
9, 8, 7	\$4.00
6	\$3.00
5 or less or no flop	\$1.00

20-40 and above

Fee collected from
the pot

# of players	total fee per hand
9, 8, 7	\$5.00
6	\$3.00
5 or less or no flop	\$1.00

PERMISSIBLE
GAMES

LIMITS

METHOD OF
COLLECTIONS

COLLECTION FEES
SCHEDULES

Hi Draw Poker

2 to 20, 4 to 40, 5 to 50,
10 to 100, 20 to 200

Fee collected from
the pot

# of players	total fee per hand
8, 7	\$3.00
6	\$2.00
5, 4, 3, 2	\$1.00

**Draw Hi-Lo Split
(8 qualifier) Poker**

2 to 20, 4 to 40, 5 to 50
10 to 100, 20 to 200

Fee collected from
the pot

# of players	total fee per hand
8, 7	\$3.00
6	\$2.00
5, 4, 3, 2	\$1.00

Player-collection fee
(per bet/ per square)

Banker-collection fee

**21st Century
Blackjack**

5 to 50

\$1.00 per square

\$1.00 per bank
\$1.00 behind

10 to 100

\$1.00 per square

\$2.00 per bank
\$1.00 behind

20 to 100

\$1.00 per square

\$3.00 per bank
\$1.00 behind

40 to 100

\$1.00 per square

\$3.00 per bank
\$1.00 behind

50 to 100

\$1.00 per square

\$3.00 per bank
\$1.00 behind

100

\$1.00 per square

\$3.00 per bank
\$1.00 behind

California Aces

5 to 50

\$1.00 per square

\$1.00 per bank
\$1.00 behind

10 to 100

\$1.00 per square

\$2.00 per bank
\$1.00 behind

20 to 100

\$1.00 per square

\$3.00 per bank
\$1.00 behind

40 to 100

\$1.00 per square

\$3.00 per bank
\$1.00 behind

50 to 100

\$1.00 per square

\$3.00 per bank
\$1.00 behind

100

\$1.00 per square

\$3.00 per bank
\$1.00 behind

<u>PERMISSIBLE GAMES</u>	<u>LIMITS</u>	<u>METHOD OF COLLECTIONS</u>	<u>COLLECTION FEES SCHEDULES</u>
Doublehand Poker	5 to 50	\$1.00 per square	\$1.00 per bank \$1.00 behind
	10 to 100	\$1.00 per square	\$2.00 per bank \$1.00 behind
	20 to 100	\$1.00 per square	\$3.00 per bank \$1.00 behind
	40 to 100	\$1.00 per square	\$3.00 per bank \$1.00 behind
	50 to 100	\$1.00 per square	\$3.00 per bank \$1.00 behind
	20 to 200	\$1.00 per square	\$3.00 per bank \$1.00 behind
	40 to 200	\$1.00 per square	\$3.00 behind \$1.00 behind
	100 or 200	\$1.00 per square	\$5.00 per bank \$2.00 behind
Pai Gow Tiles	5 to 100	\$1.00 per square	\$2.00 per bank \$1.00 behind
	10 to 200	\$1.00 per square	\$2.00 per bank \$1.00 behind
	20 to 200	\$1.00 per square	\$3.00 per bank \$1.00 behind
	40 to 200	\$1.00 per square	\$3.00 per bank \$1.00 behind
	100 to 200	\$1.00 per square	\$5.00 per bank \$1.00 behind
Super Pan 9	5.00 to 100	\$1.00 per square	\$2.00 per bank \$1.00 behind
	10 to 100	\$1.00 per square	\$2.00 per bank \$1.00 behind
	20 to 100	\$1.00 per square	\$3.00 per bank \$1.00 behind
	40 to 100	\$1.00 per square	\$3.00 per bank \$1.00 behind
	100 or 200	\$1.00 per square	\$5.00 per bank \$1.00 behind
Fast Action Hold'em Poker	5 to 50	\$1.00 per square	\$1.00 per bank \$1.00 behind
	10 to 100	\$1.00 per square	\$2.00 per bank \$1.00 behind
	20 to 100	\$1.00 per square	\$3.00 per bank \$1.00 behind

**PERMISSIBLE
GAMES**

LIMITS

**METHOD OF
COLLECTION**

**ANTE PER
PLAYER**

**COLLECTION FEE
SCHEDULES**

40 to 100	\$1.00 per square	\$3.00 per bank \$1.00 behind
50 to 100	\$1.00 per square	\$3.00 per bank \$1.00 behind
100 or 200	\$1.00 per square	\$5.00 per bank \$1.00 behind

**Caribbean Stud
Poker**

10 to 100	\$1.00 per square	\$2.00 per bank \$1.00 behind
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**7 Stud Hi-Lo Split
(8 qualifier) Poker**

1-2, 2-4	Fee collected from player's ante	\$0.50	# of players 8, 7 6 5, 4, 3, 2	total fee per hand \$2.00 \$1.50 \$0.50
3-6, 4-8, 6-12	Fee collected from player's ante	\$1.00	# of players 8, 7 6 5, 4, 3, 2	total fee per hand \$4.00 \$3.00 \$1.00
8-16, 9-18, 10-20, 15-30	Fee collected from player's ante	\$2.00	# of players 8, 7 6 5, 4, 3, 2	total fee per hand \$5.00 \$3.00 \$1.00
20-40, 25-50, 30-60	Fee collected from player's ante	\$5.00	# of players 8, 7 6 5, 4, 3, 2	total fee per hand \$5.00 \$3.00 \$1.00
40-80, 50-100, 60-120, 75-150, 80-160, 100-200	Fee collected from player's ante	\$10.00	# of players 8, 7 6 5, 4, 3, 2	total fee per hand \$5.00 \$3.00 \$1.00

7 Stud Hi Poker

1-2, 2-4	Fee collected from player's ante	\$0.50	# of players 8, 7 6 5, 4, 3, 2	total fee per hand \$2.00 \$1.50 \$0.50
3-6, 4-8, 6-12	Fee collected from player's ante	\$1.00	# of players 8, 7 6 5, 4, 3, 2	total fee per hand \$4.00 \$3.00 \$1.00

PERMISSIBLE
GAMES

LIMITS

METHOD OF
COLLECTION

ANTE PER
PLAYER

COLLECTION FEE
SCHEDULES

8-16, 9-18, 10-20,
15-30

Fee collected from
player's ante

\$2.00

# of players	total fee per hand
8, 7	\$5.00
6	\$3.00
5, 4, 3, 2	\$1.00

20-40, 25-50, 30-60

Fee collected from
player's ante

\$5.00

# of players	total fee per hand
8, 7	\$5.00
6	\$3.00
5, 4, 3, 2	\$1.00

40-80, 50-100,
60-120, 75-150,
80-160, 100-200

Fee collected from
player's ante

\$10.00

# of players	total fee per hand
8, 7	\$5.00
6	\$3.00
5, 4, 3, 2	\$1.00

Asian Stud Poker

1-2, 2-4

Fee collected from
player's ante

\$0.50

# of players	total fee per hand
8, 7	\$2.00
6	\$1.50
5, 4, 3, 2	\$0.50

3-6, 4-8, 6-12

Fee collected from
player's ante

\$1.00

# of players	total fee per hand
8, 7	\$4.00
6	\$3.00
5, 4, 3, 2	\$1.00

8-16, 9-18, 10-20,
15-30

Fee collected from
player's ante

\$2.00

# of players	total fee per hand
8, 7	\$5.00
6	\$3.00
5, 4, 3, 2	\$1.00

20-40, 25-50, 30-60

Fee collected from
player's ante

\$5.00

# of players	total fee per hand
8, 7	\$5.00
6	\$3.00
5, 4, 3, 2	\$1.00

40-80, 50-100,
60-120, 75-150,
80-160, 100-200

Fee collected from
player's ante

\$10.00

# of players	total fee per hand
8, 7	\$5.00
6	\$3.00
5, 4, 3, 2	\$1.00

**Razz (7 Stud-Lo) 1-2, 2-4
Poker**

Fee collected from
player's ante

\$0.50

# of players	total fee per hand
8, 7	\$2.00
6	\$1.50
5, 4, 3, 2	\$0.50

PERMISSIBLE
GAMES

LIMITS

METHOD OF
COLLECTION

ANTE PER
PLAYER

COLLECTION FEE
SCHEDULES

3-6, 4-8, 6-12

Fee collected from
player's ante

\$1.00

# of players	total fee per hand
8, 7	\$4.00
6	\$3.00
5, 4, 3, 2	\$1.00

8-16, 9-18, 10-20,
15-30

Fee collected from
player's ante

\$2.00

# of players	total fee per hand
8, 7	\$5.00
6	\$3.00
5, 4, 3, 2	\$1.00

20-40, 25-50, 30-60

Fee collected from
player's ante

\$5.00

# of players	total fee per hand
8, 7	\$5.00
6	\$3.00
5, 4, 3, 2	\$1.00

40-80, 50-100,
60-120, 75-150,
80-160, 100-200

Fee collected from
player's ante

\$10.00

# of players	total fee per hand
8, 7	\$5.00
6	\$3.00
5, 4, 3, 2	\$1.00

on Pan

2

Fee collected from
player's ante

\$2.00

# of players	total fee per hand
7, 6	\$3.00
5	\$2.00
4 or less	\$1.00

3

Fee collected from
player's ante

\$3.00

# of players	total fee per hand
7, 6	\$3.00
5	\$2.00
4 or less	\$1.00

5

Fee collected from
player's ante

\$5.00

# of players	total fee per hand
7, 6	\$5.00
5	\$3.00
4 or less	\$2.00

10

Fee collected from
player's ante

\$10.00

# of players	total fee per hand
7, 6	\$5.00
5	\$3.00
4 or less	\$2.00

CRAZY PINEAPPLE POKER

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DESCRIPTION

CRAZY PINEAPPLE is played like HOLD'EM except:

1. Players receive three cards each.
2. Players must discard one of the three cards AFTER the flop, (Pineapple) if they decide to continue the game and contend for the pot.

METHOD OF PLAY

1. Blinds are posted as in many other Poker games.
2. Each Player is dealt three cards, one at a time, in rotation, in turn.
3. A round of betting ensues for Players who wish to continue and contend for the pot.
4. Three cards are turned face up in the middle of the table. These are commonly called the "flop". Also known as the PINEAPPLE.
5. Each player wishing to stay in the hand NOW MUST discard one of their three personal cards BEFORE THE BETTING STARTS.
6. A round of betting ensues for Players who wish to continue and contend for the pot.
7. A fourth card is turned next to the initial three. (Fourth Street)
8. A round of betting ensues for Players who wish to continue and contend for the pot.
9. A fifth and final card is turned next to the previous four. ("The River Card"/"At The River") These five cards are common to all active Players.
10. A final betting round
11. All active players expose their hands. Using the best of their personal two cards and the five common cards, the active Player with the best five-card High hand is awarded the pot. Players may use two, one, or none (playing the board) of their personal cards to form their hand.

GENERAL RULES

1. IT IS THE PLAYER'S RESPONSIBILITY TO PROTECT THEIR HAND AT ALL TIMES. Dealers will assist in reading hands to the best of their ability, although it is the Player's responsibility to protect his or her hand at all times. The dealer will assume that any unprotected, abandoned, or discarded hands are dead or have been folded. Neither the house nor the dealer can be held accountable for the Player's failure to protect their hand. At management's discretion, a hand may be considered retrievable.
2. Initial buy-ins for all of the above games is ten times the minimum bet. Thereafter, only one buy of a lesser amount (short-buy) is allowed. Add-on buys, which bring you up to the minimum buy-in, will not be considered a short buy-in.
3. Any new game employing a dealer-button will have the button positioned for the initial deal based on a random draw--high card receiving the button--among the players in the new game, after the deck has been shuffled and spread face down on the table by the dealer. If two or more players draw the same high card, the deal will be determined by suit rank—spades; hearts; diamonds; and clubs.

DEALING RULES

4. A card placed face up in the deck (boxed card) is dead and is dealt into the discards. The next card below it in the deck replaces a boxed card. If a Joker were to appear in a deck, it would be treated as a dead card. If a Player does not call attention to the Joker among their down cards before acting on their hand, then they have a foul hand and forfeit all rights to the pot and all monies involved.
5. If a Player's hole card is exposed due to a dealer error, they may not keep the exposed card. After completing the deal, the dealer will exchange the exposed card with the top card on the deck and place the exposed card face up on top of the deck. The exposed card will be used as the burn card before the flop, after all wagering action is completed.
6. If a Player is dealt more cards than the game they are playing in calls for; and it is discovered before they act on their hand; the extra card will be retrieved and placed on the top of the deck as the burn card. A Player receiving less than the required number of cards will receive a card(s) from the top of the deck. If either situation occurs after the Player has acted on their hand, the Player forfeits ALL antes and blinds.
7. If the flop has too many cards, it will be taken back and reshuffled except the burn card, which will remain burned. The dealer will not burn a card before dealing out a new flop. This method is used unless there has been substantial action based on an improper card, in which case, the card the Players based their actions on will stand, and the Dealer on subsequent rounds shall treat the two stuck-together cards as a single card. If this occurs, the Dealer will not burn the top card before dealing another round of cards.

8. If the Dealer puts up the flop before all the betting is completed, the entire flop is taken back and reshuffled except the burn card which will remain burned. The Dealer will not burn a card before dealing out a new flop.
9. If the Dealer turns up the fourth card on the board **before the active Players discards one of their cards, OR**, before the round of betting is completed the card is not in play. After the completion of the betting, the next card is burned and the fifth card is put in the fourth card's place. After betting is completed, the Dealer will reshuffle the deck including the card that was taken out of play but not the burn card or discards. The Dealer will not burn a card before sealing out the fifth card.
10. If the fifth (5th) card is turned up before the round of betting is completed, the card is not in play. After the betting is completed, the Dealer will reshuffle the deck including the card that was taken out of play, but not the burn card or discards. The Dealer will not burn a card before dealing out the fifth card.

RULES OF PLAY

11. A Player who allows substantial action to occur behind them risks forfeiting their right to initiate action on their hand, and in certain circumstances, may have their hand nullified.
12. A Player who posts a regular size blind may only put up the amount required by the structure of a particular game. Oversize blinds are prohibited.
13. Initial round betting action begins with the Player who is to the immediate left of the 'big blind'. Thereafter, action begins with the Player to the immediate left of the dealer button.
14. Players entering a new game are entitled to a free hand(s) if the blind has not passed that position on the initial round.
15. All Active players **MUST** discard one of their three personal cards **AFTER** the flop and before any betting takes place.

BLINDS

16. A Player should pass through all the blind positions each round. Players departing the game and creating open seats may force the dealer button to skip ahead and, in turn, save a Player at the table a blind position on any given round.
17. When a new Player enters a game they must wait for the big blind or post the amount of the big blind. If they choose to post the amount of the big blind, the blind acts as their opening bet and they may either call by rapping the table or raise.
18. An established Player who misses all or part of their blinds on a round can make them up by posting the total of the blinds. The excess amount over the bring-in (the big blind) becomes dead money and is placed in the center pot. It is not part of the bet. The additional blind plays in turn and is a live blind.

19. An established Player who misses all or part of their blinds will be given a "missed blind" button. To receive a hand when they return, a Player with a missed blind button must do one of the following:
 - a) Wait and come in on their big blind.
 - b) Place an additional blind in the pot. (See # 18)
 - c) Place a straddle blind in the pot, if the position is to the immediate left of the big blind.
 (See # 22)
 - A player who makes up their blind is still required to take the blind in normal rotation.
20. An established Player waiting for the big blind must still post an amount equivalent to the big blind even though a Player being eliminated on the previous hand places the Player in the middle blind position. If this should occur, there would be two big blinds in play for that hand
21. Established Players returning to a game or new players entering a game can receive a hand at any time by posting the appropriate blind, including "taking it in the middle" of the existing blinds. The dealer button will skip over the Player who receives a hand in this manner on the next deal. Only one live blind is permitted on a deal.
22. An established Player who misses all or part of their blinds on a round can make the up by posting a "straddle blind". A straddle blind can only be posted by the person on the immediate left of the big blind. A straddle is always twice the size of the big blind. The rules governing straddle blinds are as follows:
23. Only one straddle is permitted on a deal.
24. A specific size straddle is set for each game. A straddle of larger size than the regulation is not permitted.
25. The person on the immediate left of the straddler initiates the action before the flop.
 - (a) The straddle is a live blind; that Player may raise the pot.
 - (b) The button never has the option of posting a straddle blind.
26. A Player who moves to a new seat and in the process moves away from the big blind must post the amount of the big blind or wait out the appropriate number of hands. This rule prevents a Player from continually changing seats to unfairly get several extra hands before taking a blind.
27. A Player, who has fulfilled all their blind obligations, then moves to a new seat, has the option of letting the blinds pass by without penalty after waiting out the appropriate number of hands. They have not unfairly received any hand because their relative position to the blinds has not improved.
28. A Player who needs to make up a blind and looks at any of their cards before posting the blind money has a dead hand, provided the error is caught before the Player acts on their hand. If the player acts before the mistake is caught,

the hand is live and may be played, and the Player makes up the blind on a subsequent deal.

29. If the big blind is less than the required amount because that Player is all-in, all subsequent betting action is taken as if the full amount had been posted and the blind plays short. If the Player who was short wins the pot or buys chips the next hand, they are not required to make up the short.

BETTING

30. Only a full bet constitutes a bet or a raise. Anything less than a full bet is considered to be action only. When a Player has gone all in for an amount less than a full bet or raise, the next Player can call the equivalent amount or put in an amount equal to a full bet or raise. For example: In a \$3-\$6 game, on the last card, the first Player bets \$6. The next Player goes "All-In" for \$10. The next Player to act may call the initial bet and all-in wager by placing \$10 in the pot or they may raise the initial bet by placing \$12 in the pot.
31. String raises are not allowed. A Player must put in an amount at least equal to one half a raise to be allowed to return to their stack to complete a raise. A verbal declaration, i.e., "I raise", before action is started, clarifies the action and allows the Player to return to their stack to fulfill their raise.
32. Check and raise is permitted.
33. Anyone who checks out of turn may not initiate any action.
34. A bet and three raises are allowed. When only two Players remain in the pot there is no limit to the number of raises.
35. A Player who puts a single chip into the pot that is larger than the bet to them is assumed to have called the bet, unless they announce "raise". Exception; In spread limit, after the flop, if a player initiates the first bet with an "over-size" chip, the wager is the value of the chip.
36. All blinds are "live", meaning the Player with a blind has the option of raising the pot when the action reaches them even if there has been no previous raise.

SHOWDOWN

37. Cards Speak: Winning hand must show all cards before the pot is awarded. Cards read for themselves. The Player instituting the last action, (by either betting or checking) must turn their hand over first upon completion of all action.
38. Although verbal declarations with regard to the content of a Player's hand are not binding, a Player miscalcating a hand and causing another Player to discard their hand may, at the discretion of management, risk forfeiting the pot and further disciplinary action.
39. No pot may be awarded until all losing hands have been killed. The winning hand should remain face up until the pot is awarded.
40. The winning hand must show all cards face up on the table before the pot is awarded unless all other active hands have been discarded and only one intact hand remains.

41. A Player who wishes to play the board must be in possession of their hand.

GLOSSARY

Action: What the betting and playing in a particular hand or game is called. A game with a lot of betting is an action game. The player who is first to start the betting is referred to as the "action." Any player whose turn it is to act will be told "the 'action' is on you."

Active Player: A player with a live hand still in the pot.

Additional Blind: A make-up blind placed in the pot before a player who has missed all or part of the previous blinds is dealt a hand. The additional blind must total the amount of the small and big blinds. However, only the portion of the additional blind equivalent to the big blind plays, with the remainder of the blind being treated as dead money.

All-In: Having all one's chips in the pot.

Bet: Chips placed in the pot.

Big Blind: The forced bet in position in front of the button, also. the person who makes this bet. This is a live blind, which means that the player in this position can raise even if no one else has.

Blind: A forced bet that one or more players must make to start the action before the first round of betting--a form of ante. The blinds rotate around the table with each new deal.

Board: The five cards that are dealt face up. These cards are called "community cards".

Bring it In: To start the betting on the first round.

Button: A round disc that signifies the dealer (player who is last), and establishes this position at the table, when there is a house dealer. The "Button" moves after each hand rotating around the table.

Buy-In: The minimum amount of money required when sitting down in a particular game.

Call: To put in the pot an amount of money equal to an opponent's bet or raise.

Cap: The last raise allowed on a betting round.

Check: To decline to bet when it is your turn.

Check Raise: To check and then raise the pot after an opponent bets

Chip: A round token in various denominations representing money.

Community Cards: The five cards turned up in the center of the table, which can be used by all players.

Dead Hand: A hand that a player may not continue to play because of an irregularity.

Dead Money: Money put in the pot as part of a make-up blind, which does not play.

- Drop:** This is an interchangeable term for Time Collection, Fee, Time Fee, and any other term used to describe the amount paid by the players for the time spent at the table.
- Fifth Street:** The fifth card and last card on the board. Also known as the "River Card: or "At the River".
- Flop:** The first three cards on the table. They are turned up all at once and the second round of betting follows.
- Fold:** To drop out of a pot rather than call a bet or raise.
- Fourth Street:** The fourth card on board, the third round of betting. Also known as the "Turn".
- Gypsy:** A wager wherein the player calls, i.e.. Matches the amount of the big blind. The act of entering a pot without raising.
- Limit:** The amount a player may bet or raise on any round of betting.
- Limit Poker:** A poker game where the minimum and maximum amounts a player may bet or raise on any given round of betting are fixed.
- Live Blind:** A blind in which a player can raise in turn even though there has been no raise to him.
- Off-suit:** Two different suits, used to describe the first two cards.
- Open:** To make the first bet in a poker hand.
- Over-Call:** A call of a bet after another player has already called.
- Over Card:** A card on board higher than your pair.
- Pass:** To check. Also, to fold.
- Pineapple:** What the "flop" is commonly called in Pineapple Hold'em and Crazy Pineapple Hold'em.
- Position:** The spot in the sequence of betting in which a player is located. A player in first position would be the first person to act; a player in last position would be the last person to act.
- Pot:** The total amount of money wagered at any point in a hand. A hand itself is also referred to as a pot.
- Raise:** To bet an additional amount after someone else has bet.
- River:** The fifth and last card on the board. Also known as "Fifth Street".
- Round of Betting:** A sequence of betting after one or more cards has been dealt. A round of betting continues until each active player has either folded or called.
- Showdown:** The turning up of all active player's cards at the end of the final round of betting to determine who has the winning hand.
- Side Pot:** A second pot for the other active players when one player is "all-in".
- Sleeper or Sleeping on it:** A form of straddle blind, which can be withdrawn, if the pot has been opened before the straddle blind can act. (Not Allowed)

Split Limit: A game with two distinct betting structures. The first two betting rounds are one half the size of the bets during the last two rounds--therefore, the terminology: \$3-\$6.

Straddle Blind: The action of placing a live blind in the pot in order to receive a hand. This can only occur if the player is to the immediate left of the big blind. The straddle blind is the last position to act and the amount of the straddle is double the amount of the big blind.

String Bet: Any bet wherein a player has to go back to his stack to get additional chips to complete a bet or a raise which was not verbally declared.

Substantial Action: Three players acting or two players putting money in the pot by a bet, call, or raise.

Suited: Two or more cards of the same suit.

Top Pair: Pairing the highest card on board

Turn: The fourth card on the board. Also known as "Fourth Street.

Wager: A bet.

Wired Pair: A pair in your hand.

DOUBLE HAND POKER

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DESCRIPTION

DOUBLE HAND POKER is played with a standard 52-card deck with one Joker added, making 53. The Joker is used as an Ace, or to complete a Straight or Flush.

Each Player is given a seven-card hand that the Dealer has dealt out on the table in front of themselves. Players form two hands, a two-card and a five-card hand with the five-card hand being HIGHER in value than the two-card hand. Traditional Poker rankings are used.

When Players' hands are compared to the Designated Player's hands, both hands must be of higher ranking to win. If both are of the same or of lower ranking, the Designated Player wins. If one hand is lower and one higher it is a "push" and neither win.

Play rotates clockwise from the ACTION button.

Each Player has the option to be Designated Player. If a situation arises that there is not a minimum of two different Designated Players in one round of play, the game must stop.

Several Players may wager on the same hand, frequently called "back betting".

METHOD OF PLAY

1. Players make a bet.
2. The Dealer deals seven piles of cards of seven each, in turn, in rotation in the middle of the table.
3. The Designated Player selects which pile will be distributed to the first player who is randomly selected. (see #4) The Dealer identifies the hand by placing a "button" marked "ACTION" on this pile and/or by pushing it forward and turning the pile behind it side ways.
4. The Designated Player shakes a dice cup containing three standard dice. The sum of the dice indicates to which seat the first pile of seven cards (see #3) will be distributed.
5. Each pile of seven cards are distributed to each seat at the table. The Dealer collects cards distributed to seats without a wage. (No-Body Home.)
6. Players form two hands, a two-card and a five-card hand.
7. When all Players' hands have been set, the Dealer exposes the Designated Player's hand, and sets it according to the Designated Player's instructions
8. Each Player's hands are compared to the Designated Player's hands, in turn, starting with the Action Button, to determine the winner according to the criteria stated above.
9. Bets are collected and paid only to the extent the Designated Player's money is in action.

Example: The Designated Player has \$200 wagered. The first Player had \$60 bet and lost. The Player's bet and \$60 from the Designated Dealer's \$200 are returned to the DP and that money is now "out of action". The DP now has \$140 left in action. The next Player bet \$60

and won. That bet and \$60 from the DP's remaining bet is returned to the winning Player. There has been \$120 of the DP's bet removed from action, leaving \$80 for continued action. The process continues until the DP's bet has been exhausted, or all bets have been settled. Any money bet by the DP that has not received action is returned.

GENERAL RULES

1. The Garden City does not participate in the actual play of the game, and has no interest in the outcome of play. No Player ever plays against, or makes a wager against the Garden City.
2. Fee collection is taken in advance of the start of play of the hand. You must have a full minimum bet after paying collection.
3. Each table has a spread limit defining the minimum and maximum amounts that may be wagered in each spot.
4. A Player must bet at least the table minimum.
5. Any amounts over the maximum table limit will receive no action.
6. The Designated Player is allowed to cover all individual bets, provided each bet does not exceed the maximum bet limit established by the San Jose Card-Room Ordinance.
7. "Kum-Kum" banks will be paid off and/or collected as one bank.
8. Players who bank "Kum-Kum" do so at their own risk. The House will not hold up action or be responsible for settling disputes that arise from "Kum-Kum" banks.
9. All action goes clockwise, starting with the action button.
10. All cash must be changed to chips before the action will be accepted. All bets will be paid off with chips.
11. The Player with the largest wager controls the cards and sets the hand.
12. No Player is allowed to pick-up any hand out of sequence. The Dealer will be instructed to push the hand to the Player and then to replace the hand in it's proper position.
13. In the Designated Player position having more than one wager, the largest bank in action makes the final decision on any disagreement on the play of the hand.
14. The Designated Player may allow any person to shake the dice, except a Garden City employee on duty.
15. Once the Dealer has announced "no more bets" and opened the dice cup, no one may change his wager. PENALTY. Possible forfeiture of wager, exclusion from premises, and subject to prosecution.
16. The Dealer is not allowed to have any INFLUENCE on the outcome of the Designated Player's hand. Cutting cards, selection of action pile, shaking of dice, and giving an opinion on the setting of the Designated Player's hand are all examples of INFLUENCE.

17. The Dealer is not allowed to pay collection for any Player.
18. The Designated Player's hand will not be opened until all hands have been set.
19. All Players must put the entire wager in the spot before the Dealer exposes the dice. Only money in the squares plays. Stating "money covers" or other "call all bets" is NOT acceptable.
20. If the Designated Player's hand is accidentally exposed before all hands are set, the unset hands will be set "House Way".
21. Any active Player is entitled to ask the Dealer the amount of the Designated Player's wager, to the extent that it affects the play of their hand.
22. No side bets or proposition bets are allowed.
23. Any Player wagering on a spot the previous hand has the option of being the Designated Player on the next hand (in turn).
24. If a player quits, the next player has the option of accepting the DP position, and will not be penalized because they did not have a bet on the previous hand.
25. A Player may not surrender their hand.
26. Any attempts to switch, pass, hold out cards, or any other illegal actions will cause a hand to be foul and the wager forfeited. Any Player(s) involved in such actions will be excluded from the premises and may be subject to prosecution.
27. Any Player removing a losing bet will be subject to pay the maximum bet amount if the size of the wager cannot be determined. Player may be excluded from the premises and subject to prosecution.
28. A Player who removes a winning wager from the betting spot may be paid the minimum bet (to the extent that money covers) if the correct amount of the wager cannot be determined.
29. All Players are forbidden to show or discuss their hands with any Player involved in another active hand.
30. A Player may set only one hand, regardless of the number of hands on which he has wagered.
31. A misdeal will be declared if (a) a Joker or Ace is boxed or exposed, or (b) if two or more cards are boxed or exposed.
32. All FOUL hands are considered losing hands.
33. A Player has a FOUL hand if:
 - (a) The two-card front hand is stronger than the five-card back hand, or
 - (b) The Player does not have exactly two cards in the front hand, or
 - (c) The Player does not have exactly five cards in the back hand, or
 - (d) The Player does not protect his hand and it comes in contact with other cards.

Note: The FRONT hand is defined as the one containing two cards; the BACK hand is defined as the one containing five cards, regardless of where the hands are eventually positioned.

34. A boxed or exposed card on the deal will be replaced after the deal is finished by the first of the remaining four cards.
35. Players are responsible for the final setting of their hands. When the Player requests assistance on the setting of a hand by the house dealer the hand will be set "House Way".
36. The Floorperson will reset any "House Way" hand improperly set by the Dealer, if it can be retrieved intact.
37. The Dealer cannot allow the Designated Player to set his hand foul, it will be reset the "House Way" by the Floorperson and play will continue.
38. After the Dealer has dealt out the seven piles of cards, the stub of the deck must have four cards remaining. If the stub of the deck has more or less than four cards there will be no action and all hands will be re-dealt.
39. The Dealer must get the Designated Player's instruction, with obvious gesture, before opening the first Player's hand.
40. The Garden City will not be responsible for any hand that is "OK'ed" for action by the Designated Player.
41. Once the first Player's hand is exposed, the Designated Player may not reset his hand.
42. Only the Designated Player may request a change of deck between the first and second deal.
43. If two identical cards are turned up, that hand will be declared a misdeal.
44. A hand that has been misread by the dealer will play at true value, if it can be retrieved intact.
45. "COPY": If a Player's front or back hand has the same value as the Designated Player's front or back hand, it is called a "copy". Any "copy" is considered a winner for the DP.

HAND	HOW TO PLAY	EXAMPLE
No Pair	Put 2nd & 3rd highest cards in front	K♥ Q♦ A♣ 10♠ 8♣ 7♣ 2♣
One Pair	Put pair in back, highest two other cards in front.	Q♣ J♠ 10♦ 10♥ 8♦ 6♥ 3♥
Two Pair		
Big pair is A's, K's, Q's	Put small pair in front	8♣ 8♠ Q♠ Q♥ 9♥ 7♥ 3♦
Big pair is J's, 10's, 9's	Put both pairs in back if you can put an A or Joker in front, otherwise split	A♥ 5♦ 10♦ 10♥ 6♠ 6♣ 3♦ 8♦ 8♥ 9♣ 9♦ Q♠ 7♣ 3♦
Big pair is 8's, 7's, 6's	Put both pairs in back if you can put a king or higher in front, otherwise split.	K♣ 9♣ 7♣ 7♦ 4♠ 4♥ 3♣ 4♠ 4♥ 7♣ 7♦ Q♦ 9♣ 3♣
Big Pair is 5's, 4's, 3's	Put both pair in back if you can put a queen or higher in front, otherwise split.	Q♣ 10♥ 5♣ ♥ 2♣ 2♥ 8♠ 2♣ 2♥ 5♣ 5♥ J♣ 10♥ 8♠

HAND	HOW TO PLAY	EXAMPLE
Straight, Flush	Put the two highest cards in front that will leave any complete hand in back.	8♦ 7♣ 6♠ 5♣ 4♥ 3♦ 2♥
Straight Flush With no pair		
With one pair	Put highest possible two cards(pair or no pair) in front that will leave any complete hand in back.	K♦ Q♠ Q♥ J♠ 10♣ 9♣ 8♦ 3♣ 3♠ A♦ K♠ Q♠ J♥ 10♦
With two pair	Play according to two pair strategy	3♦ 3♠ 6♥ 6♣ 5♠ 4♦ 2♥
With three of a kind	Put complete hand in back, pair in front	9♥ 9♣ 9♦ 8♠ 7♥ 6♣ 5♦
Full House	Put highest possible pair in front, keeping the largest possible <u>complete</u> hand in back.	9♣ 9♠ 5♠ 5♦ 5♣ 9♦ 4♦ K♦ K♠ A♦ K♣ J♣ Q♣ Jk
Four of kind A's, K's, Q's	Play four of a kind in back if you can put at least a pair in front, otherwise split	Q♥ Q♣ Q♠ Q♦ A♦ K♥ 4♠
J's, 10's, 9's	Play four of a	K♦ J♣

Three pair	Put high pair in front.	10♥ 10♦ 9♣ 9♦ 5♥ 5♠ 3♥
Three of a kind		
Aces	Put an ace and next high card in front	A♥ Q♣ A♠ A♥ 9♣ 8♣ 2♦
Kings & below	Put three of a kind in back, two highest other cards in front	Q♥ 9♦ K♠ K♥ K♦ 7♦ 2♥
Two sets	Put pair from higher set in front.	K♥ K♠ 6♠ 6♣ 6♦ K♣ 9♥

	kind in back if you can	10♥ 10♦ 10♠ 10♣ 7♦
	put at least a king up front, otherwise split.	10♠ 10♣ 10♥ 10♦ 8♥ 3♦ 2♠
8's, 7's, 6's	Play four of a kind in back if you can put at least a queen up front, otherwise split.	Q♥ 10♦ 7♣ 7♥ 7♠ 7♦ 2♥ 7♣ 7♥ 7♠ 7♦ 10♣ 9♥ 2♥
5's & below	Never split	K♣ Q♥ 4♣ 4♥ 4♠ 4♦ 7♥
Five Aces	Put pair of Aces in front.	A♣ A♥ A♠ A♦ Jk 8♥ 3♦

GLOSSARY

Action Button: The Action Button is a specially marked object that is placed beside the betting boxes of the Players who will be first to: Receive their cards; Have their cards read; Be paid by, or lose to the DP.

Action: What the betting and playing in a particular hand or game is called. A game with a lot of betting is an action game.

Active Player: The seated Player.

Back Line Betting: Any wager made by a player on any position other than their own position.

Back Liner: A back line bettor.

Bet: Chips placed on the table in a betting square.

Betting Behind or Wagering Behind: Exactly the same as "Back Line Betting"

Betting Square: A specially marked area on the table designated specifically for bets.

Boxed Card: A card that is turned face up in the deck.

Button: A round disc that signifies the DP, or, the First or Second DP wager.

Card Boxes: (Not to be Confused with a "Boxed Card") Specific areas on the table designating where the hands are to be placed.

Chip: A round token in various denominations representing money.

Dead Hand: A hand that a player may not continue to play because of an irregularity.

Designated Player: Player - Banker

Dice Cup: A special cup that has a clear housing, a solid cover, and holds 3 regular dice.

DP Position: The betting spot that the Designated Player is occupying.

Drop: This is an interchangeable term for Time Collection, Fee, Time Fee, and any other term used to describe the amount paid by the players for the time spent at the table.

Extent that Money Covers: Matching other bets until all monies have been either won and/or lost.

House Way: Term used to describe the method and rules of setting hand according to specific criteria.

Kum-Kum: Means equal share. All parties collect or pay out equally according to the ratio of each share(s) to the total wager made.

Limit: The amount a player may bet in a betting square.

No Body Home: Term used to describe a betting spot on the table that has no bets on it.

Open: Expose a hand.

Position: The spot in the sequence around the table in which a player is located

Push: Neither the DP nor the player wins.

Set a Hand: The action of placing the two-card hand and five-card hand on the table.

Wager: A bet.

DRAW HI/LO SPLIT (8 QUAILFIER) POKER

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DESCRIPTION

Draw Poker is played with the standard 52-card deck and one Joker added, making 53.

The object is to make the best HIGH and/or the best LOW hand among competing Players using the traditional ranking of Poker hands. Active Players now expose their cards. The best High hand and the best Low hand, providing it is an "8-or Better", split the pot. Otherwise, the High hand wins all.

METHOD OF PLAY

1. Typically, the first two or three Players post "blinds," which is a portion of the opening bet. The purpose of the blinds is similar to antes in other forms of Poker, in that they represent seed money to attract prospective contenders for the pot. The size of the blinds is determined by the limit of the game being played
2. Players are each dealt five cards, one at a time, in rotation, in turn.
3. A round of betting ensues for Players who wish to continue and contend for the pot.
4. Active Players may elect to discard any number of their original cards if they chose, and have a like number replaced, in an effort to improve their final hand.
5. At the option of the active Players, there may be another round of betting. Players posting any additional bets, if made, remain active for the final showdown.
6. Active Players now expose their cards. The best High hand and the best Low hand, providing it is an "8-or Better", split the pot. Otherwise, the High hand wins all.

DRAW POKER GENERAL RULES

1. IT IS THE PLAYER'S RESPONSIBILITY TO PROTECT HIS HAND AT ALL TIMES, EITHER BY HOLDING ON TO HIS CARDS OR BY PLACING CHIPS ON THEM. Dealers will assist in reading hands to the best of their ability, although it is the Player's responsibility to protect his or her hand at all times. The Dealer will assume that any unprotected, abandoned, or discarded hands are dead or have been folded. Neither the House nor the Dealer can be held accountable for the Player's failure to protect their hand. At management's discretion, a hand may be considered retrievable.
2. Before the draw, the first Player to act is the Player to the left of the big blind if they did not "Kill" the pot. After the draw, it is the Player to the left of the dealer button.
3. Initial buy-ins for the above game is ten times the minimum bet. Thereafter, only one buy of a lesser amount (short-buy) is allowed. Add-on buys, which bring you up to the minimum buy-in, will not be considered a short buy-in.
4. The "limit" of a game indicates the amount of each bet. There is no restriction on the number of bets or raises in DRAW games, except as imposed by table stakes rules.
5. Any new game employing a dealer-button will have the button positioned for the initial deal based on a random draw among the Players. After the deck has been shuffled and spread face down on the table by the Dealer the players in the new game will draw a card. High card receiving the button. The Joker is considered the lowest card possible. If two or more Players draw the same card, the deal will be determined by suit rank: Spades; Hearts; Diamonds; and Clubs.

DEALING RULES

6. Five cards constitute a playing hand. More or less than five cards after the draw is a foul hand. Before the draw, if a Player is dealt more cards than is called for and it is discovered before they act on his hand, the extra card will be retrieved and placed on the top of the deck as the burn card. The Player receiving less than the required number of cards will receive a card(s) from the top of the deck. Any Player whose hand is fouled will forfeit all monies, antes and blinds for that hand.
7. Before dealing the draw, the top card from the stub of the deck must be discarded (burned). A Player can draw up to five cards.
8. Until the first action after the draw is taken, the Dealer must correctly state the number of cards drawn by the Players.
9. A card placed face up in the deck (boxed card) is dead and is dealt into the discards. The next card below it in the deck replaces a boxed card.
10. Before the draw, an exposed card of five (5) and under must be taken. After the draw, exposed cards cannot be taken. Player must accept a substitute card for an exposed card in order to act in turn. To replace an exposed card on the deal, the Dealer will exchange the exposed card with the top card on the deck.

and place the exposed card face up on top of the deck to act as the burn card. To replace a card exposed on the draw, the Dealer will complete the draw and replace the card from the top of the deck.

RULES OF PLAY

11. A knock in turn usually constitutes a "pass", but a knock on the table may also mean the declaration of a pat hand. A Player indicating a pat hand, not knowing the pot has been raised, may still play his hand, despite action taking place behind him.
12. A Player who posts a regular sized blind may only put up the amount required by the structure of a particular game. Oversize blinds are prohibited.
13. When a new Player enters a game they must wait for the big blind or "kill" the pot.
14. A Player transferred by the house from a broken game, or game where the limit was changed is dealt in immediately and does not have to post any money in order to receive a hand. If the Player allows the blinds to pass they will be considered a new Player and will not be entitled to any free hands.
15. Players entering a new game are entitled to a free hand(s) if the blind has not passed that position on the initial round.
16. A Player, who allows substantial action to occur behind them, risks forfeiting their right to initiate action on their hand and in certain circumstances may have their hand nullified.

BLINDS

17. All blinds will be arranged in clockwise order from the button. A Player should pass through all the blind positions each round. Players are responsible for putting in the total amount of the blinds each round even though the big blind may skip ahead due to players departing from the game.
18. An established Player who misses all or part of the blind(s) will be given a "missed blind" button. To receive a hand when they returns, a Player with a missed blind button must do one of the following:
 - (a) Wait and come in on his big blind.
 - (b) Kill" the pot.
 - ♦ A Player who makes up their blinds is still required to take the blind in normal rotation.
19. An established Player who misses all or part of their blinds on a round can make them up by "killing the pot". A "kill" is always twice the size of the big blind. The rules governing "kills" are as follows:
 - (a) Only one "kill" is permitted on a deal.
 - (b) A specific "kill" is set for each game. A "kill" of larger size than regulation is not permitted.
20. An established Player who misses any part of the blind can receive a hand by waiting for the big blind or posting a "kill".

21. Any Player "taking it in the middle" in Draw will post a "kill" blind. The dealer button will skip over them on the next hand without any further obligation.
22. A Player who moves to a new seat and in the process moves away from the big blind must wait out the appropriate number of hands or "kill" the pot. This rule prevents a Player from continually changing seats to unfairly get several extra hands before taking a blind.
23. A Player who has fulfilled all their blind obligations by taking all required blinds, then moves to a new seat has the option of letting the blinds pass by one time without penalty after waiting out the appropriate number of hands. They have not unfairly received any hand because their relative position to the blinds has not improved.
24. A Player who needs to make up a blind and looks at any of their cards before posting the blind money has a dead hand, provided the error is caught before the Player acts on their hand. If they act before the mistake is caught, the hand is live and may be played, and the Player makes up the blind on a subsequent deal.
25. If the big blind is less than the required amount because that Player is "all-in", all subsequent betting action is taken as if the full amount had been posted and the blind plays short. If the Player who was short wins the pot or buys chips the next hand, they are not required to make up the short.

BETTING

26. Only a full bet constitutes a bet or a raise. Anything less than a full bet is considered to be action only. After the pot has been opened, and a Player has gone all in for an amount less than a full bet or raise, the next Player can:
 - (a) call the equivalent amount
 - (b) Put in an amount equal to a full bet or raise.
27. String raises are not allowed. A Player must put in an amount at least equal to one half a raise to be allowed to return to their stack to complete a raise. A verbal declaration, i.e., "I raise", before action is started, clarifies the action and allows the player to return to their stack to fulfill their raise.
28. Check and raise is not permitted.
29. No one who checks out of turn may initiate any action.
30. A Player who puts a single chip into the pot that is larger than the bet to them is assumed to have called the bet, unless they announce "raise".

SHOWDOWN

31. Cards Speak: Winning hand must show all cards before pot being awarded. Cards read for themselves. The player instituting the last action, (either by betting or checking) must turn their hand over first upon completion of all action.
32. Although verbal declarations with regard to the content of a player's hand are not binding, a player miscalcating a hand and causing another player to discard their hand may, at the discretion of management, risk forfeiting the pot and further disciplinary action.

33. If a bet has been made and called or check-and-check after the draw, any player may see any of the hands in play at the showdown. If a hand was surrendered face down and is retrievable and a Player described above requests to see that hand, that hand is considered "dead" before the Dealer turns the cards face up. However, if the **winner of the pot** asks to see a hand, the cards will be considered "live" when the hand is shown.
34. The winning hand must show all cards face up on the table before the pot being awarded unless all other active hands have been discarded and only one intact hand remains.
35. No pot may be awarded until all losing hands have been killed. The winning hand should remain face up until the pot is awarded.

GLOSSARY

Action: What the betting and playing in a particular hand or game is called. A game with a lot of betting is an action game. The player who is first to start the betting is referred to as the "action." Any player whose turn it is to act will be told "the 'action' is on you."

Active Player: A player with a live hand still in the pot.

All-In: Having all one's chips in the pot.

Bet: Chips placed in the pot.

Big Blind: The forced bet in position in front of the button. Also the person who makes this bet.

Blind: A forced bet that one or more players must make to start the action before the first round of betting--a form of ante. The blinds rotate around the table with each new deal.

Bring it in: To start the betting on the first round.

Button: A round disc that signifies the dealer (player who is last), and establishes this position at the table, when there is a house dealer. The "Button" moves after each hand rotating around the table.

Buy-In: The minimum amount of chips required when sitting down in a particular game.

Call: To put in the pot an amount of money equal to an opponent's bet or raise.

Check: To decline to bet when it is your turn.

Chip: A round token in various denominations representing money.

Dead Hand: A hand that a player may not continue to play because of an irregularity.

Dead Money: Money put in the pot as part of a make-up blind, which does not play.

Draw: To discard and receive the same number of replacement cards. The event where all players wishing to can get replacement cards for the ones they are discarding.

Drop: This is an interchangeable term for Time Collection, Fee, Time Fee, and any other term used to describe the amount paid by the players for the time spent at the table.

Fold: To drop out of a pot rather than call a bet or raise.

Gypsy: A wager wherein the player calls, i.e., matches the amount of the big blind. The act of entering a pot without raising.

Kill: A form of straddle blind whereas a player puts in double the amount of the big blind in order to receive a hand and in the process doubles the limit of the game.

Limit: The amount a player may bet or raise on any round of betting.

Limit Poker: A poker game where the minimum and maximum amounts a player may bet or raise on any given round of betting are fixed.

Open: To make the first bet in a poker hand.

Overcall: A call of a bet after another player has already called.

Pass: To check. Also, to fold.

Pat or Stand Pat: To play a hand as it was dealt. Take no draw card(s).

Position: The spot in the sequence of betting in which a player is located. A player in first position would be the first person to act; a player in last position would be the last person to act.

Pot: The total amount of money wagered at any point in a hand.

Raise: To bet an additional amount after someone else has bet.

Round of Betting: A sequence of betting after one or more cards has been dealt. A round of betting continues until each active player has either folded or called.

Showdown: The turning up of all active player's cards at the end of the final round of betting to determine who has the winning hand.

Side Pot: A second pot for the other active players when one player is "All-in".

String Bet: Any bet wherein a player has to go back to his stack to get additional chips to complete a bet or a raise which was not verbally declared.

Substantial Action: Three players acting, or two players putting money in the pot by a bet, call, or raise.

Wager: A bet.

FAST ACTION HOLD'EM POKER

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DESCRIPTION

FAST ACTION HOLD'EM combines elements of Double Hand Poker (DHP) and of a form of Hold'em. Players compete against the Designated Player as in DHP, and the game uses community cards as in Hold'em. Players are dealt four cards from a multiple deck shoe. Any Player dealt four-of-a-kind is an instant winner. Active Players must then discard two of their original four cards, and play continues. When the Designated Player's hand is dealt four-of-a-kind it is also an instant winner and the hand ends and a new hand is dealt.

The Dealer turns five cards face up on the table, which are community cards to all Players. Each Player's hand is compared to the Designated Player's hand to determine the winner, using traditional Poker rankings. In the event of two identical winning hands being shown between Designated Player's hand and player's hand, it is a push.

METHOD OF PLAY

- 1 Players make a bet
- 2 The Designated Player shakes the dice cup to determine which position:
 - (a) Receives the "Action" button.
 - (b) Is the first to be dealt to; and is exposed first at showdown time.
- 3 Starting at the "Action", Players are dealt four cards each, in rotation, in turn, including the Designated Player.
- 4 Each Player then discards two of their four cards.
- 5 When all Players' hands are "set" the Dealer turns over the Designated Player's hand and the DP decides which two of his four cards to discard.
- 6 Five cards are exposed in the middle of the table. These are communal cards, common to every Player's hand, as in Hold'em.
- 7 The Designated Player's hand is then arranged to form the best possible five-card hand.
- 8 Starting at the "Action" button, each Player's hand is then exposed, the best possible five card hand made, and compared to the Designated Player's hand to determine the winner, using the traditional ranking of Poker hands.
- 9 Bets are collected and paid only to the extent the Designated Player's money is in action.

GENERAL RULES

- 1 Any attempts to switch, pass, hold out cards, or any other illegal actions will cause a hand to be fouled will forfeit that wager. Any player(s) involved in such actions will be excluded from the premises and may be subject to prosecution.
- 2 Any player removing a losing bet will be subject to pay the maximum bet amount if the size of the wager cannot be determined. Player may be excluded from the premises and subject to prosecution.
- 3 A player who removes a winning wager from the betting spot may be paid the minimum bet (to the extent that money covers) if the correct amount of the wager cannot be determined.
- 1 A Player has a foul hand if his cards come in contact with other cards.
PLAYERS MUST PROTECT THEIR HANDS AT ALL TIMES.
- 2 Each Player is responsible for the chips he places on the table.
- 3 Each qualified Player has the option to be the Designated Player once, twice, or not at all.
- 4 No side bets or proposition bets are allowed.
- 5 The Dealer is not allowed to pay collection for any Player.
- 6 The Dealer is not allowed to have any INFLUENCE on the outcome of the game. Shaking the dice, or offering advice on discarding are examples of INFLUENCE.

PLAYING RULES

BETTING

- 7 Collection fee is taken in advance for each bet. Each Player must have a full minimum bet after paying collection.
- 8 Any Player wagering on a spot on the previous hand has the option of being the Designated Player on the next hand (in turn). If there was no wager on the previous hand, no one may be the Designated Player on that spot.
- 9 Players must bet within the table limits.
- 10 Each table has either a fixed amount for betting, or a spread limit defining minimum and maximum amounts that may be wagered in each betting square.
- 11 Each Player must bet at least the table minimum. Less than minimum bets will not be tolerated. On fixed limit - "Condition"- tables only the exact limit will be accepted. No more, no less!
- 12 Any amounts over the maximum table limit will receive no action.
- 13 No bettor can win or lose more than he has bet on a given hand.

- 14 The Designated Player is allowed to cover all individual bets, provided each bet does not exceed the maximum bet limit established by the San Jose Card Room Ordinance.
- 15 Players who bet "Kum-Kum" must each wager at least the table minimum.
- 16 Players who bet "Kum-Kum" do so at their own risk. The House will not hold up action or be responsible for settling disputes that arise from "Kum-Kum" bets.
- 17 Players place their bets before the dice cup is opened. No change in bets can occur after that point. PENALTY: Possible forfeiture of wager to the extent money covers, exclusion from premises, and subject to prosecution.
- 18 Backline Players may wager on any betting square not taken by the seated Player.
- 19 Players must post their entire wager in the betting squares before the dice cup is opened. Stating "money covers" (or other call bets) is not acceptable.
- 20 Any active Player is entitled to know the amount of the Designated Player's wager, to the extent that it affects the play of his hand.
- 21 Any Player removing a losing bet will be subject to pay the maximum bet amount if the size of the wager cannot be determined. Player may be excluded from the premises and subject to prosecution.
- 22 A Player who removes a winning wager from the betting spot may be paid the minimum bet (to the extent that money covers) if the correct amount of the wager cannot be determined.

DEAL

- 23 All foul hands are considered losing hands to the extent money covers.
- 24 Play starts at the Action Button seat and progresses clockwise.
- 25 The Designated Player may have anyone shake the dice, except a Garden City employee on duty.
- 26 A boxed card dealt from the shoe is dead and is replaced with the next card. If three or more boxed cards appear in any hand, the shoe is declared "unplayable", the current hand canceled, and a new shoe put into action. All previous hands stand as played.
- 27 When the Dealer deals a card off the table, that card is dead and will be replaced from the shoe after the initial deal is completed.
- 28 All exposed cards on the initial deal will be replaced from the shoe after the initial deal is completed. Cards accidentally exposed by the Dealer on the draw will be replaced after the Designated Player's action is complete.
- 29 A MISDEAL will be called if:
 - (a) It has been determined, before the deal is completed, that cards have gone to the wrong position;
 - (b) The Designated Player was dealt the wrong number of cards.

- 30 A Player may have a foul hand if he does not end up with exactly two cards after the discard procedure.
- 31 The Player who controls the seat is the only active player for that position. He is the only Player allowed to handle the cards.
- 32 No Player is allowed to pick up any hand out of sequence, nor allowed to reach across another position to pick up any card(s) or hand. The Dealer will give the entire hand to the proper Player, and replace the hand in its proper position.
- 33 Backline Players may participate in the play of the hand. If the active Player and the backline Player disagree over the play of the hand, the active Player has final decision.
- 34 In the Designated Player's position, the largest wager in action has the final decision as to the play of the hand, i.e. the discard procedure.

SHOWDOWN

- 35 The Designated Player's hand will not be opened until all hands have been set.
- 36 If the Designated Player's hand is accidentally exposed before all hands have been set, the wagers on the unset hands will be returned to those Players, as well as the collection(s) paid on that hand.
- 37 A Player may not surrender his hand. All hands will be exposed and read by the Dealer.
- 38 All Players are forbidden to show or discuss their hands with any Player involved in another active hand.
- 39 A Player may see only one hand, regardless on how many hands he has wagered on.
- 40 A hand that has been misread by the Dealer will play at true value if it can be retrieved intact.
- 41 Players are responsible for the final play of their hands. If a Player requests assistance on the play of a hand, the Dealer will identify the best hand possible according to the traditional Poker rankings (House Way).
- 42 Management will replay any House Way hand improperly played by the Dealer, if it can be retrieved intact. The Dealer will not cause any Player's hand to be fouled or played incorrectly.
- 43 After the Dealer has announced "All Hands set", Players may not touch their wager or cards. PENALTY: Possible forfeiture of wager to the extent money covers.
- 44 "Kum-Kum" bets will be paid off and collected as one bet.

GLOSSARY

Action Button: The Action Button is a specially marked object that is placed beside the betting boxes of the Players who will be first to: Receive their cards; Have their cards read; Be paid by, or lose to the DP.

Action: What the betting and playing in a particular hand or game is called. A game with a lot of betting is an action game.

Active Player: The seated Player.

Back Betting: Any wager that is placed on any open betting square after the number 1 square has been taken.

Back Liner: The person betting on the same hand as another Player after the initial bet has been made.

Bet: Chips placed on the table in a betting square.

Betting Behind or Wagering Behind: Exactly the same as "Back Betting"

Betting Square: A specially marked area on the table designated specifically for bets.

Board: The five cards that are dealt face up. Also called community cards.

Boxed Card: A card that is turned face up in the deck.

Button: A round disc that signifies the DP, or, the First or Second DP wager.

Card Boxes: (Not to be Confused with a "Boxed Card") Specific areas on the table designating where the hands are to be placed.

Chip: A round token in various denominations representing money.

Community Cards: The five cards turned up in the center of the table, (the board) which can be used by all players. Also Called the Board.

Dead Hand: A hand that a player may not continue to play because of an irregularity.

Designated Player: Each Player has the opportunity to act as DP for up to two consecutive hands, if they choose, or they may decline and the next qualifying player has the option.

Dice Cup: A special cup that has a clear housing, a solid cover, and holds 3 regular dice.

DP Position: The betting spot that the Designated Player is occupying.

Drop: This is an interchangeable term for Time Collection, Fee, Time Fee, and any other term used to describe the amount paid by the players for the time spent at the table.

Extent that Money Covers: Matching other bets until all monies have been either won and/or lost.

Kum-Kum: Means equal share. All parties collect or pay out equally according to the ratio of each share(s) to the total wager made.

Limit: The amount a player may bet in a betting square.

No Body Home: Term used to describe a betting spot on the table that has no bets on it.

Open: Expose a hand.

Position: The spot in the sequence around the table in which a player is located

Push: Neither the DP nor the player wins.

Set a Hand: The action of placing the two-card hand and five-card hand on the table.

Shoe: A device that holds the cards.

Wager: A bet.

HI DRAW POKER

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DESCRIPTION

Draw Poker is played with the standard 52-card deck and one Joker added, making 53.

The object is to make the best HIGH hand among competing Players using the traditional ranking of Poker hands.

METHOD OF PLAY

Typically the first two or three Players post "blinds," which is a portion of the opening bet. The purpose of the blinds is similar to antes in other forms of Poker, in that they represent seed money to attract prospective contenders for the pot. The size of the blinds is determined by the limit of the game being played

1. Players are each dealt five cards, one at a time, in rotation, in turn.
2. A round of betting ensues for Players who wish to continue and contend for the pot.
3. Active Players may elect to discard any number of their original cards if they chose, and have a like number replaced, in an effort to improve their final hand.
4. At the option of the active Players, there may be another round of betting. Players posting any additional bets, if made, remain active for the final showdown.
5. Active Players now expose their cards. The best hand is declared the winner.

GENERAL RULES

1. IT IS THE PLAYER'S RESPONSIBILITY TO PROTECT HIS HAND AT ALL TIMES, EITHER BY HOLDING ON TO HIS CARDS OR BY PLACING CHIPS ON THEM. Dealers will assist in reading hands to the best of their ability, although it is the Player's responsibility to protect his or her hand at all times. The Dealer will assume that any unprotected, abandoned, or discarded hands are dead or have been folded. Neither the House nor the Dealer can be held accountable for the Player's failure to protect his hand. At management's discretion, a hand may be considered retrievable.
2. Before the draw, the first Player to act is the Player to the left of the big blind if they did not "Kill" the pot. After the draw, it is the Player to the left of the dealer button.
3. Initial buy-ins for the above game is ten times the minimum bet. Thereafter, only one buy of a lesser amount (short-buy) is allowed. Add-on buys, which bring you up to the minimum buy-in, will not be considered a short buy-in.
4. The "limit" of a game indicates the amount of each bet. A Bet and three (3) raises maximum allowed with three or more players in the pot. Two players, unlimited raises.
5. Any new game employing a dealer-button will have the button positioned for the initial deal based on a random draw among the Players. After the deck has been shuffled and spread face down on the table by the Dealer the players in the new game will draw a card. High card receiving the button. The Joker is considered the lowest card possible. If two or more Players draw the same card, the deal will be determined by suit rank: Spades; Hearts; Diamonds, Clubs.

DEALING RULES

6. Five cards constitute a playing hand. More or less than five cards after the draw is a foul hand. Before the draw, if a Player is dealt more cards than is called for and it is discovered before he acts on his hand, the extra card will be retrieved and placed on the top of the deck as the burn card. The Player receiving less than the required number of cards will receive a card(s) from the top of the deck. Any Player whose hand is fouled will forfeit all monies, antes and blinds for that hand.
7. Before dealing the draw, the top card from the stub of the deck must be discarded (burned). A Player can draw up to five cards.
8. Until the first action after the draw is taken, the Dealer must correctly state the number of cards drawn by the Players.
9. A card placed face up in the deck (boxed card) is dead and is dealt into the discards. The next card below it in the deck replaces a boxed card.
10. An exposed card cannot be taken. Player must accept a substitute card for an exposed card in order to act in turn. To replace an exposed card on the deal, the Dealer will exchange the exposed card with the top card on the deck and place the exposed card face up on top of the deck to act as the burn card. To

replace a card exposed on the draw, the Dealer will complete the draw and replace the card from the top of the deck.

RULES OF PLAY

11. A knock in turn usually constitutes a "pass", but a knock on the table may also mean the declaration of a pat hand. A Player indicating a pat hand, not knowing the pot has been raised, may still play his hand, despite action taking place behind him.
12. A Player who posts a regular sized blind may only put up the amount required by the structure of a particular game. Oversize blinds are prohibited.
13. When a new Player enters a game they must wait for the big blind or "kill" the pot.
14. A Player transferred by the house from a broken game, or game where the limit was changed is dealt in immediately and does not have to post any money in order to receive a hand. If the Player allows the blinds to pass they will be considered a new Player and will not be entitled to any free hands.
15. Players entering a new game are entitled to a free hand(s) if the blind has not passed that position on the initial round.
16. A Player, who allows substantial action to occur behind them, risks forfeiting their right to initiate action on their hand and in certain circumstances may have their hand nullified.

BLIND RULES

17. All blinds will be arranged in clockwise order from the button. A Player should pass through all the blind positions each round. Players are responsible for putting in the total amount of the blinds each round even though the big blind may skip ahead due to players departing from the game.
18. An established Player who misses all or part of the blind(s) will be given a "missed blind" button. To receive a hand when they returns, a Player with a missed blind button must do one of the following:
 - (a) Wait and come in on his big blind.
 - (b) Kill" the pot.
 - ♦ A Player who makes up their blind is still required to take the blind in normal rotation.
19. An established Player who misses all or part of their blinds on a round can make them up by "killing the pot". A "kill" is always twice the size of the big blind. The rules governing "kills" are as follows:
 - (a) Only one "kill" is permitted on a deal
 - (b) A specific "kill" is set for each game. A "kill" of larger size than regulation is not permitted.
20. An established Player who misses any part of the blind can receive a hand by waiting for the big blind or posting a "kill".

21. Any Player "taking it in the middle" will post a "kill" blind. The dealer button will skip over them on the next hand without any further obligation.
22. A Player who moves to a new seat and in the process moves away from the big blind must wait out the appropriate number of hands or "kill" the pot. This rule prevents a Player from continually changing seats to unfairly get several extra hands before taking a blind.
23. A Player who has fulfilled all their blind obligations by taking all required blinds, then moves to a new seat has the option of letting the blinds pass by one time without penalty after waiting out the appropriate number of hands. They have not unfairly received any hand because their relative position to the blinds has not improved.
24. A Player who needs to make up a blind and looks at any of their cards before posting the blind money has a dead hand, provided the error is caught before the Player acts on their hand. If they act before the mistake is caught, the hand is live and may be played, and the Player makes up the blind on a subsequent deal.
25. If the big blind is less than the required amount because that Player is "All-in", all subsequent betting action is taken as if the full amount had been posted and the blind plays short. If the Player who was short wins the pot or buys chips the next hand, they are not required to make up the short.

BETTING

26. Only a full bet constitutes a bet or a raise. Anything less than a full bet is considered to be action only. After the pot has been opened, and a Player has gone all in for an amount less than a full bet or raise, the next Player can:
 - (a) call the equivalent amount
 - (b) Put in an amount equal to a full bet or raise.
27. String raises are not allowed. A Player must put in an amount at least equal to one half a raise to be allowed to return to their stack to complete a raise. A verbal declaration, i.e., "I raise", before action is started, clarifies the action and allows the player to return to their stack to fulfill their raise.
28. Check and raise is permitted.
29. No one who checks out of turn may initiate any action.
30. A Player who puts a single chip into the pot that is larger than the bet to them is assumed to have called the bet, unless they announce "raise".

SHOWDOWN

31. Cards Speak: Winning hand must show all cards before pot being awarded. Cards read for themselves. The player instituting the last action, (either by betting or checking) must turn their hand over first upon completion of all action.
32. Although verbal declarations with regard to the content of a player's hand are not binding, a player miscalling a hand and causing another player to discard their hand may, at the discretion of management, risk forfeiting the pot and further disciplinary action.

33. If a bet has been made and called or check-and-check after the draw, any player may see any of the hands in play at the showdown. If a hand was surrendered face down and is retrievable and a Player described above requests to see that hand, that hand is considered "dead" before the Dealer turns the cards face up. However, if the **winner of the pot** asks to see a hand, the cards will be considered "live" when the hand is shown.
34. The winning hand must show all cards face up on the table before the pot being awarded unless all other active hands have been discarded and only one intact hand remains.
35. No pot may be awarded until all losing hands have been killed. The winning hand should remain face up until the pot is awarded.

GLOSSARY

Action: What the betting and playing in a particular hand or game is called. A game with a lot of betting is an action game. The player who is first to start the betting is referred to as the "action." Any player whose turn it is to act will be told "the 'action' is on you."

Active Player: A player with a live hand still in the pot.

All-In: Having all one's chips in the pot.

Bet: Chips placed in the pot.

Big Blind: The forced bet in position in front of the button. Also the person who makes this bet.

Blind: A forced bet that one or more players must make to start the action before the first round of betting--a form of ante. The blinds rotate around the table with each new deal.

Bring it in: To start the betting on the first round.

Button: A round disc that signifies the dealer (player who is last), and establishes this position at the table, when there is a house dealer. The "Button" moves after each hand rotating around the table.

Buy-In: The minimum amount of chips required when sitting down in a particular game.

Call: To put in the pot an amount of money equal to an opponent's bet or raise.

Check: To decline to bet when it is your turn.

Chip: A round token in various denominations representing money.

Dead Hand: A hand that a player may not continue to play because of an irregularity.

Dead Money: Money put in the pot as part of a make-up blind, which does not play.

Draw: To discard and receive the same number of replacement cards. The event where all players wishing to can get replacement cards for the ones they are discarding.

Drop: This is an interchangeable term for Time Collection, Fee, Time Fee, and any other term used to describe the amount paid by the players for the time spent at the table.

Fold: To drop out of a pot rather than call a bet or raise.

Gypsy: A wager wherein the player calls, i.e.. Matches the amount of the big blind. The act of entering a pot without raising.

Kill: A form of straddle blind whereas a player puts in double the amount of the big blind in order to receive a hand and in the process doubles the limit of the game.

Limit: The amount a player may bet or raise on any round of betting.

Limit Poker: A poker game where the minimum and maximum amounts a player may bet or raise on any given round of betting are fixed.

Open: To make the first bet in a poker hand.

Overcall: A call of a bet after another player has already called.

Pass: To check. Also, to fold.

Pat or Stand Pat: To play a hand as it was dealt. Take no draw card(s).

Position: The spot in the sequence of betting in which a player is located. A player in first position would be the first person to act; a player in last position would be the last person to act.

Pot: The total amount of money wagered at any point in a hand.

Raise: To bet an additional amount after someone else has bet.

Round of Betting: A sequence of betting after one or more cards has been dealt. A round of betting continues until each active player has either folded or called.

Showdown: The turning up of all active player's cards at the end of the final round of betting to determine who has the winning hand.

Side Pot: A second pot for the other active players when one player is "All-in".

Spread Limit: The betting can be from the lowest limit up to the highest limit.

String Bet: Any bet wherein a player has to go back to his stack to get additional chips to complete a bet or a raise which was not verbally declared.

Substantial Action: Three players acting, or two players putting money in the pot by a bet, call, or raise.

Wager: A bet.

HOLD'EM HI-LOW SPLIT (8 QUALIFIER) POKER

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DESCRIPTION

HOLD'EM HI/LO SPLIT use a standard, 52-card deck, generally without the Joker. The Method Of Play outlined below is identical to TEXAS (Two Card) HOLD'EM, except at showdown time, the best Low hand, providing it is an "Eight-Or-Better", will split the pot with the best High hand. Should there be no Player holding an "8 or Better to qualify", the entire pot is awarded to the best-exposed High hand. (Note: Eight or Better means Eight or less.)

METHOD OF PLAY

1. Blinds are posted as in many other Poker games.
2. Each Player is dealt two cards, one at a time, in turn.
3. A round of betting ensues for Players who wish to continue and contend for the pot.
4. Three cards are turned face up in the middle of the table. (Flop)
5. A round of betting ensues for Players who wish to continue and contend for the pot.
6. A fourth card is turned next to the initial three. (Fourth Street or Turn)
7. A round of betting ensues for Players who wish to continue and contend for the pot.
8. A fifth and final card is turned next to the previous four. ("The River Card" or "At The River"). These five cards are common to all active Players.
9. A final round of betting.
10. Active Players now expose their cards. The best High hand and the best Low hand, providing it is an "8-or Better", split the pot. Otherwise, the High hand wins all. Should there be an "odd" chip, the HIGH hand receives it.

(NOTE: It is possible for one player to win both the High and the Low.)

GENERAL RULES

1. IT IS THE PLAYER'S RESPONSIBILITY TO PROTECT THEIR HAND AT ALL TIMES. Dealers will assist in reading hands to the best of their ability, although it is the Player's responsibility to protect his or her hand at all times. The dealer will assume that any unprotected, abandoned, or discarded hands are dead or have been folded. Neither the house nor the dealer can be held accountable for the Player's failure to protect their hand. At management's discretion, a hand may be considered retrievable.
2. Initial buy-ins for all of the above games is ten times the minimum bet. Thereafter, only one buy of a lesser amount (short-buy) is allowed. Add-on buys, which bring you up to the minimum buy-in, will not be considered a short buy-in.
3. Any new game employing a dealer-button will have the button positioned for the initial deal based on a random draw--high card receiving the button--among the players in the new game, after the deck has been shuffled and spread face down on the table by the dealer. If two or more players draw the same high card, the deal will be determined by suit rank—spades; hearts; diamonds; and clubs.

DEALING RULES

4. A card placed face up in the deck (boxed card) is dead and is dealt into the discards. The next card below it in the deck replaces a boxed card. If a Joker were to appear in a deck, it would be treated as a dead card. If a Player does not call attention to the Joker among their down cards before acting on their hand, then they have a foul hand and forfeit all rights to the pot and all monies involved.
5. If a Player's hole card is exposed due to a dealer error, they may not keep the exposed card. After completing the deal, the dealer will exchange the exposed card with the top card on the deck and place the exposed card face up on top of the deck. The exposed card will be used as the burn card before the flop, after all wagering action is completed.
6. If a Player is dealt more cards than the game they are playing in calls for; and it is discovered before they act on their hand; the extra card will be retrieved and placed on the top of the deck as the burn card. A Player receiving less than the required number of cards will receive a card(s) from the top of the deck. If either situation occurs after the Player has acted on their hand, the Player forfeits ALL antes and blinds.
7. If the flop has too many cards, it will be taken back and reshuffled except the burn card, which will remain burned. The dealer will not burn a card before dealing out a new flop. This method is used unless there has been substantial action based on an improper card, in which case, the card the Players based their actions on will stand, and the Dealer on subsequent rounds shall treat the two stuck-together cards as a single card. If this occurs, the Dealer will not burn the top card before dealing another round of cards.

8. If the Dealer puts up the flop before all the betting is completed, the entire flop is taken back and reshuffled except the burn card which will remain burned. The Dealer will not burn a card before dealing out a new flop.
9. If the Dealer turns up the fourth card on the board before the round of betting is completed, the card is not in play. After the completion of the betting, the next card is burned and the fifth card is put in the fourth card's place. After betting is completed, the Dealer will reshuffle the deck including the card that was taken out of play but not the burn card or discards. The Dealer will not burn a card before dealing out the fifth card.
10. If the fifth (5th.) card is turned up before betting is completed, the card is not in play. After the betting is completed, the Dealer will reshuffle the deck including the card that was taken out of play, but not the burn card or discards. The Dealer will not burn a card before dealing out the fifth card.

RULES OF PLAY

11. A Player who allows substantial action to occur behind them risks forfeiting their right to initiate action on their hand, and in certain circumstances, may have their hand nullified.
12. A Player who posts a regular size blind may only put up the amount required by the structure of a particular game. Oversize blinds are prohibited.
13. Initial round betting action begins with the Player who is to the immediate left of the "big blind". Thereafter, action begins with the Player to the immediate left of the dealer button.
14. Players entering a new game are entitled to a free hand(s) if the blind has not passed that position on the initial round.

BLINDS

15. A Player should pass through all the blind positions each round. Players departing the game and creating open seats may force the dealer button to skip ahead and, in turn, save a Player at the table a blind position on any given round.
16. When a new Player enters a game they must wait for the big blind or post the amount of the big blind. If they choose to post the amount of the big blind, the blind acts as their opening bet and they may either call by rapping the table or raise.
17. An established Player who misses all or part of their blinds on a round can make them up by posting the total of the blinds. The excess amount over the bring-in (the big blind) becomes dead money and is placed in the center pot. It is not part of the bet. The additional blind plays in turn and is a live blind.
18. An established Player who misses all or part of their blinds will be given a "missed blind" button. To receive a hand when they return, a Player with a missed blind button must do one of the following:

- a) Wait and come in on their big blind.
 - b) Place an additional blind in the pot. (See # 17)
 - c) Place a straddle blind in the pot, if the position is to the immediate left of the big blind.
(See # 21)
 - A player who makes up their blind is still required to take the blind in normal rotation.
19. An established Player waiting for the big blind must still post an amount equivalent to the big blind even though a Player being eliminated on the previous hand places the Player in the middle blind position. If this should occur, there would be two big blinds in play for that hand.
 20. Established Players returning to a game or new players entering a game can receive a hand at any time by posting the appropriate blind, including "taking it in the middle" of the existing blinds. The dealer button will skip over the Player who receives a hand in this manner on the next deal. Only one live blind is permitted on a deal.
 21. An established Player who misses all or part of their blinds on a round can make the up by posting a "straddle blind". A straddle blind can only be posted by the person on the immediate left of the big blind. A straddle is always twice the size of the big blind. The rules governing straddle blinds are as follows:
 22. Only one straddle is permitted on a deal.
 23. A specific size straddle is set for each game. A straddle of larger size than the regulation is not permitted.
 24. The person on the immediate left of the straddler initiates the action before the flop.
 - (a) The straddle is a live blind; that Player may raise the pot.
 - (b) The button never has the option of posting a straddle blind.
 25. No sleeper bets are allowed.
 26. A Player who moves to a new seat and in the process moves away from the big blind must post the amount of the big blind or wait out the appropriate number of hands. This rule prevents a Player from continually changing seats to unfairly get several extra hands before taking a blind.
 27. A Player, who has fulfilled all their blind obligations, then moves to a new seat, has the option of letting the blinds pass by without penalty after waiting out the appropriate number of hands. They have not unfairly received any hand because their relative position to the blinds has not improved.
 28. A Player who needs to make up a blind and looks at any of their cards before posting the blind money has a dead hand, provided the error is caught before the Player acts on their hand. If the player acts before the mistake is caught, the hand is live and may be played, and the Player makes up the blind on a subsequent deal.

29. If the big blind is less than the required amount because that Player is all-in, all subsequent betting action is taken as if the full amount had been posted and the blind plays short. If the Player who was short wins the pot or buys chips the next hand, they are not required to make up the short.

BETTING

30. Only a full bet constitutes a bet or a raise. Anything less than a full bet is considered to be action only. When a Player has gone all in for an amount less than a full bet or raise, the next Player can call the equivalent amount or put in an amount equal to a full bet or raise. For example: In a \$3-\$6 game, on the last card, the first Player bets \$6. The next Player goes "All-In" for \$10. The next Player to act may call the initial bet and all-in wager by placing \$10 in the pot or they may raise the initial bet by placing \$12 in the pot.
31. String raises are not allowed. A Player must put in an amount at least equal to one half a raise to be allowed to return to their stack to complete a raise. A verbal declaration, i.e., "I raise", before action is started, clarifies the action and allows the Player to return to their stack to fulfill their raise.
32. Check and raise is permitted.
33. Anyone who checks out of turn may not initiate any action.
34. A bet and three raises are allowed. When only two Players remain in the pot there is no limit to the number of raises.
35. A Player who puts a single chip into the pot that is larger than the bet to them is assumed to have called the bet, unless they announce "raise". Exception; In spread limit, after the flop, if a player initiates the first bet with an "over-size" chip, the wager is the value of the chip.
36. All blinds are "live", meaning the Player with a blind has the option of raising the pot when the action reaches them even if there has been no previous raise.

SHOWDOWN

37. Cards Speak: Winning hand must show all cards before the pot is awarded. Cards read for themselves. The Player instituting the last action, (by either betting or checking) must turn their hand over first upon completion of all action.
38. Although verbal declarations with regard to the content of a Player's hand are not binding, a Player miscalling a hand and causing another Player to discard their hand may, at the discretion of management, risk forfeiting the pot and further disciplinary action.
39. No pot may be awarded until all losing hands have been killed. The winning hand should remain face up until the pot is awarded.
40. The winning hand must show all cards face up on the table before the pot is awarded unless all other active hands have been discarded and only one intact hand remains.
41. A Player who wishes to play the board must be in possession of their hand.

GLOSSARY

Action: What the betting and playing in a particular hand or game is called. A game with a lot of betting is an action game. The player who is first to start the betting is referred to as the "action." Any player whose turn it is to act will be told "the 'action' is on you."

Active Player: A player with a live hand still in the pot.

Additional Blind: A make-up blind placed in the pot before a player who has missed all or part of the previous blinds is dealt a hand. The additional blind must total the amount of the small and big blinds. However, only the portion of the additional blind equivalent to the big blind plays, with the remainder of the blind being treated as dead money.

All-In: Having all one's chips in the pot.

Ante: A fixed amount of money, required per player, to be posted before the start of a hand.

Ante Button: A button used to signify the player that antes for all other players on a particular hand. (This term is only used in a few games and seldom at all today)

Bet: Chips placed in the pot.

Big Blind: The forced bet in position in front of the button, also the person who makes this bet. This is a live blind, which means that the player in this position can raise even if no one else has.

Blind: A forced bet that one or more players must make to start the action before the first round of betting--a form of ante. The blinds rotate around the table with each new deal.

Board: The five cards that are dealt face up. These cards are called community cards.

Bring it In: To start the betting on the first round.

Button: A round disc that signifies the dealer (player who is last), and establishes this position at the table, when there is a house dealer. The "Button" moves after each hand rotating around the table.

Buy-In: The minimum amount of money required when sitting down in a particular game.

Call: To put in the pot an amount of money equal to an opponent's bet or raise.

Cap: The last raise allowed on a betting round.

Check: To decline to bet when it is your turn.

Check Raise: To check and then raise the pot after an opponent bets.

Chip: A round token in various denominations representing money.

Community Cards: The five cards turned up in the center of the table, (the board) which can be used by all players.

Dead Hand: A hand that a player may not continue to play because of an irregularity.

Dead Money: Money put in the pot as part of a make-up blind, which does not play.

Drop: This is an interchangeable term for Time Collection, Fee, Time Fee, and any other term used to describe the amount paid by the players for the time spent at the table.

Fifth Street: The fifth card on board. Also known as the "River".

Flop: The first three cards on the table. They are turned up all at once and the second round of betting follows.

Fold: To drop out of a pot rather than call a bet or raise.

Fourth Street: The fourth card on board. Also known as the "Turn Card".

Gypsy: A wager wherein the player calls, i.e.. Matches the amount of the big blind. The act of entering a pot without raising.

Limit: The amount a player may bet or raise on any round of betting.

Limit Poker: A poker game where the minimum and maximum amounts a player may bet or raise on any given round of betting are fixed.

Live Blind: A blind in which a player can raise in turn even though there has been no raise to him.

Off-suit: Two different suits, used to describe the first two cards.

Open: To make the first bet in a poker hand.

Over-Call: A call of a bet after another player has already called.

Over-Card: A card on board higher than your pair.

Pass: To check. Also, to fold.

Position: The spot in the sequence of betting in which a player is located. A player in first position would be the first person to act; a player in last position would be the last person to act.

Pot: The total amount of money wagered at any point in a hand. A hand itself is also referred to as a pot.

Raise: To bet an additional amount after someone else has bet.

River: The fifth card on the board. Also known as "Fifth Street"

Round of Betting: A sequence of betting after one or more cards has been dealt. A round of betting continues until each active player has either folded or called.

Showdown: The turning up of all active player's cards at the end of the final round of betting to determine who has the winning hand.

Side Pot: A second pot for the other active players when one player is 'All-in'.

Sleeper or Sleeping on it: A form of straddle blind, which can be withdrawn, if the pot has been opened before the straddle blind can act. (Not Allowed)

Split Limit: A game with two distinct betting structures. The first two betting rounds are one half the size of the bets during the last two rounds--therefore, the terminology: \$3-\$6.

Straddle Blind: The action of placing a live blind in the pot in order to receive a hand. This can only occur if the player is to the immediate left of the big blind. The straddle blind is the last position to act and the amount of the straddle is double the amount of the big blind.

String Bet: Any bet wherein a player has to go back to his stack to get additional chips to complete a bet or a raise which was not verbally declared.

Substantial Action: Three players acting or two players putting money in the pot by a bet, call, or raise.

Suited: Two or more cards of the same suit.

Top Pair: Pairing the highest card on board

Turn: The fourth card on the board. Also known as "Fourth Street".

Wager: A bet.

Wired Pair: A pair in your hand.

HOLD'EM POKER

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DESCRIPTION

HOLD'EM is played using a standard 52-card deck. The object is to make the best HIGH hand among competing Players using the traditional ranking of Poker hands.

METHOD OF PLAY

1. Blinds are posted as in many other Poker games.
2. Each Player is dealt two cards, one at a time, in turn, face down.
3. A round of betting ensues for Players who wish to continue and contend for the pot.
4. Three cards are turned face up in the middle of the table. ("Flop").
5. A round of betting ensues for Players who wish to continue and contend for the pot.
6. A fourth card is turned next to the initial three. ("Fourth Street")
7. A round of betting ensues for Players who wish to continue and contend for the pot.
8. A fifth and final card is turned next to the previous four. ("The River Card"/"At The River") These five cards are common to all active Players.
9. A final betting round
10. All active players expose their hands. Using the best of their personal two cards and the five common cards, the active Player with the best five-card High hand is awarded the pot. Players may use two, one, or none (playing the board) of their personal cards to form their hand.

GENERAL RULES

1. IT IS THE PLAYER'S RESPONSIBILITY TO PROTECT THEIR HAND AT ALL TIMES. Dealers will assist in reading hands to the best of their ability, although it is the Player's responsibility to protect his or her hand at all times. The dealer will assume that any unprotected, abandoned, or discarded hands are dead or have been folded. Neither the house nor the dealer can be held accountable for the Player's failure to protect their hand. At management's discretion, a hand may be considered retrievable.
2. Initial buy-ins for all of the above games is ten times the minimum bet. Thereafter, only one buy of a lesser amount (short-buy) is allowed. Add-on buys, which bring you up to the minimum buy-in, will not be considered a short buy-in.
3. Any new game employing a dealer-button will have the button positioned for the initial deal based on a random draw--high card receiving the button--among the players in the new game, after the deck has been shuffled and spread face down on the table by the dealer. If two or more players draw the same high card, the deal will be determined by suit rank—Spades; Hearts; Diamonds; and Clubs.

DEALING RULES

4. A card placed face up in the deck (boxed card) is dead and is dealt into the discards. The next card below it in the deck replaces a boxed card. If a Joker were to appear in a deck, it would be treated as a dead card. If a Player does not call attention to the Joker among their down cards before acting on their hand, then they have a foul hand and forfeit all rights to the pot and all monies involved.
5. If a Player's hole card is exposed due to a dealer error, they may not keep the exposed card. After completing the deal, the dealer will exchange the exposed card with the top card on the deck and place the exposed card face up on top of the deck. The exposed card will be used as the burn card before the flop after all action is completed.
6. If a Player is dealt more cards than two cards; and it is discovered before they act on their hand; the extra card will be retrieved and placed on the top of the deck as the burn card. A Player receiving less than two cards will receive a card from the top of the deck. If either situation occurs after the Player has acted on their hand, the Player forfeits ALL monies wagered on the hand including antes and blinds.
7. If the flop has too many cards, it will be taken back and reshuffled except the burn card, which will remain burned. The dealer will not burn a card before dealing out a new flop. This method is used unless there has been substantial action based on an improper card, in which case, the card the Players based their actions on will stand, and the Dealer on subsequent rounds shall treat the two stuck-together cards as a single card. If this occurs, the Dealer will not burn the top card before dealing another round of cards.

8. If the Dealer puts up the flop before all the betting is completed, the entire flop is taken back and reshuffled except the burn card which will remain burned. The Dealer will not burn a card before dealing out a new flop.
9. If the Dealer turns up the fourth card on the board before the round of betting is completed, the card is not in play. After the completion of the betting, the next card is burned and the fifth card is put in the fourth card's place. After betting is completed, the Dealer will reshuffle the deck including the card that was taken out of play but not the burn card or discards. The Dealer will not burn a card before dealing out the fifth card.
10. If the fifth (5th.) card is turned up before the round of betting is completed, the card is not in play. After betting is completed, the Dealer will reshuffle the deck including the card that was taken out of play, but not the burn card or discards. The Dealer will not burn a card before dealing out the fifth card.

RULES OF PLAY

11. A Player who allows substantial action to occur behind them risks forfeiting their right to initiate action on their hand, and in certain circumstances, may have their hand nullified.
12. A Player who posts a regular size blind may only put up the amount required by the structure of a particular game. Oversize blinds are prohibited.
13. Initial round betting action begins with the Player who is to the immediate left of the "big blind". Thereafter, action begins with the Player to the immediate left of the dealer button.
14. Players entering a new game are entitled to a free hand(s) if the blind has not passed that position on the initial round.

BLINDS

15. A Player should pass through all the blind positions each round. Players departing the game and creating open seats may force the dealer button to skip ahead and, in turn, save a Player at the table a blind position on any given round. Exception: Limits of 10-20 and above players must make up all blinds.
16. When a new Player enters a game they must wait for the big blind or post the amount of the big blind. If they choose to post the amount of the big blind, the blind acts as their opening bet and they may either call by rapping the table or raise. A Player is considered a new Player until they have received their first hand. (Exception; In the 20-40 limit games, if the blinds pass your seat twice, you are considered an active player.)
17. An established Player who misses all or part of their blinds will be given a missed blind button. To receive a hand when they return, a Player with a missed blind button must do one of the following:
 - a) Wait and come in on their big blind.
 - b) Place an additional blind in the pot. (See glossary)

- c) Place a straddle blind in the pot, if the position is to the immediate left of the big blind. (See # 21)
18. A player who makes up their blind is still required to take the blind in normal rotation.
19. An established Player waiting for the big blind must still post an amount equivalent to the big blind even though a Player being eliminated on the previous hand places the Player in the middle blind position. If this should occur, there would be two big blinds in play for that hand.
20. Established Players returning to a game or new players entering a game can receive a hand at any time by posting the appropriate blind, including "taking it in the middle" of the existing blinds. The dealer button will skip over the Player who receives a hand in this manner on the next deal. Only one live blind is permitted on a deal.
21. An established Player who misses all or part of their blinds on a round can make them up by posting a "straddle blind". A Player can only post a straddle blind on the immediate left of the big blind. A straddle is always twice the size of the big blind. The rules governing straddle blinds are as follows:
- (a) Only one straddle is permitted on a deal.
 - (b) A specific size straddle is set for each game. A straddle of larger size than the regulation is not permitted.
 - (c) The person on the immediate left of the "straddler" initiates the action before the flop.
 - (d) The straddle is a live blind; that Player may raise the pot.
 - (e) The button never has the option of posting a straddle blind..
22. A Player who moves to a new seat and in the process moves away from the big blind must post the amount of the big blind or wait out the appropriate number of hands. Newly seated players will not change the number of hands the player must wait. Any abuse of this rule will not be tolerated.
23. A Player, who has fulfilled all their blind obligations, then moves to a new seat has the option of letting the blinds pass by one time without penalty after waiting out the appropriate number of hands. They have not unfairly received any hand because their relative position to the blinds has not improved.
24. A Player who needs to make up a blind and looks at any of their cards before posting the blind money has a dead hand, provided the error is caught before the Player acts on their hand. If the player acts before the mistake is caught, the hand is live and may be played, and the Player makes up the blind on a subsequent deal.
25. If the big blind is less than the required amount because that Player is "All-In", all subsequent betting action is taken as if the full amount had been posted and the blind plays short. If the Player who was short wins the pot or buys chips the next hand, they are not required to make up the shortage.

BETTING

26. Only a full bet constitutes a bet or a raise. Anything less than a full bet is considered to be action only. When a Player has gone all in for an amount less than a full bet or raise, the next Player can:
 - (a) Call the equivalent amount.
 - (b) Put in an amount equal to a full bet or raise.
27. String raises are not allowed. A Player must put in an amount at least equal to one half a raise to be allowed to return to their stack to complete a raise. A verbal declaration, i.e., "I raise", before action is started, clarifies the action and allows the Player to return to their stack to fulfill their raise.
28. Check and raise is permitted.
29. Anyone who checks out of turn may not initiate any action.
30. A bet and three raises are allowed. When only two Players remain in the pot there is no limit to the number of raises.
31. A Player who puts a single chip into the pot that is larger than the bet to them is assumed to have called the bet, unless they announce "raise". Exception; In spread limit, after the flop, if a player initiates the first bet with an "over-size" chip, the wager is the value of the chip.
32. All blinds are "live", meaning the Player with a blind has the option of raising the pot when the action reaches them even if there has been no previous raise.

SHOWDOWN

33. Cards Speak: Winning hand must show all cards before the pot is awarded. Cards read for themselves. The Player instituting the last action, (by either betting or checking) must turn their hand over first upon completion of all action.
34. Although verbal declarations with regard to the content of a Player's hand are not binding, a Player miscalling a hand and causing another Player to discard their hand may, at the discretion of management, risk forfeiting the pot and further disciplinary action.
35. No pot may be awarded until all losing hands have been killed. The winning hand should remain face up until the pot is awarded.
36. The winning hand must show all cards face up on the table before the pot is awarded unless all other active hands have been discarded and only one intact hand remains.
37. A Player who wishes to play the board must be in possession of their hand.

GLOSSARY

Action: What the betting and playing in a particular hand or game is called. A game with a lot of betting is an action game. The player who is first to start the betting is referred to as the "action." Any player whose turn it is to act will be told "the 'action' is on you."

Active Player: A player with a live hand still in the pot.

Additional Blind: A make-up blind placed in the pot before a player who has missed all or part of the previous blinds is dealt a hand. The additional blind must total the amount of the small and big blinds. However, only the portion of the additional blind equivalent to the big blind plays, with the remainder of the blind being treated as dead money.

All-In: Having all one's chips in the pot.

Bet: Chips placed in the pot.

Big Blind: The largest forced bet in position in front of the button. Also the person who makes this bet. This is a live blind, which means that the player in this position can raise even if no one else has.

Blind: A forced bet that one or more players must make to start the action before the first round of betting--a form of ante. The blinds rotate around the table with each new deal.

Board: The five cards that are dealt face up. Also called community cards.

Bring it In: To start the betting on the first round.

Button: A round disc that signifies the dealer (player who is last), and establishes this position at the table, when there is a house dealer. The "Button" moves after each hand rotating around the table.

Buy-In: The minimum amount of money required when sitting down in a particular game.

Call: To put in the pot an amount of money equal to an opponent's bet or raise.

Cap: The last raise allowed on a betting round.

Check: To decline to bet when it is your turn.

Check Raise: To check and then raise the pot after an opponent bets.

Chip: A round token in various denominations representing money.

Community Cards: The five cards turned up in the center of the table, (the board) which can be used by all players. Also Called the Board.

Dead Hand: A hand that a player may not continue to play because of an irregularity.

Dead Money: Money put in the pot as part of a make-up blind, which does not play.

Drop: This is an interchangeable term for Time Collection, Fee, Time Fee, and any other term used to describe the amount paid by the players for the time spent at the table.

Fifth Street: The fifth card on board. Also known as the "River".

Flop: The first three cards on the table.

Fold: To drop out of a pot rather than call a bet or raise.

Fourth Street: The fourth card on board. Also known as the "Turn Card".

Gypsy: A wager wherein the player calls, i.e.. Matches the amount of the big blind. The act of entering a pot without raising.

Limit: The amount a player may bet or raise on any round of betting.

Limit Poker: A poker game where the minimum and maximum amounts a player may bet or raise on any given round of betting are fixed.

Live Blind: A blind in which a player can raise in turn even though there has been no raise to him.

Off-suit: Two different suits, used to describe the first two cards.

Open: To make the first bet in a poker hand.

Over-Call: A call of a bet after another player has already called.

Over-Card: A card on board higher than your pair.

Pass: To check. Also, to fold.

Position: The spot in the sequence of betting in which a player is located. A player in first position would be the first person to act; a player in last position would be the last person to act.

Pot: The total amount of money wagered at any point in a hand. A hand itself is also referred to as a pot.

Raise: To bet an additional amount after someone else has bet.

River: The fifth card on the board. Also known as "Fifth Street"

Round of Betting: A sequence of betting after one or more cards has been dealt. A round of betting continues until each active player has either folded or called.

Showdown: The turning up of all active player's cards at the end of the final round of betting to determine who has the winning hand.

Side Pot: A second pot for the other active players when one or more players are 'All-in'.

Split Limit: A game with two distinct betting structures.

Straddle Blind: The action of placing a live blind in the pot in order to receive a hand. This can only occur if the player is to the immediate left of the big blind. The straddle blind is the last position to act and the amount of the straddle is double the amount of the big blind.

String Bet: Any bet wherein a player has to go back to his stack to get additional chips to complete a bet or a raise which was not verbally declared.

Substantial Action: Three players acting or two players putting money in the pot by a bet, call, or raise.

Suited: Two or more cards of the same suit.

Top Pair: Pairing the highest card on board

Turn: The fourth card on the board. Also known as "Fourth Street".

Wager: A bet.

Wired Pair: A pair in your hand.

LO-BALL POKER

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DESCRIPTION

Lo-Ball poker is a Draw Poker game played with the standard 52-card deck and one Joker added, making 53.

The object is to make the best hand among competing players. The main difference in Lo-Ball is that the traditional ranking of Poker hands is reversed, (suits do not apply) that is, the lowest combination of cards exposed at the showdown between active Players is the winner.

METHOD OF PLAY

1. Typically the first two or three Players post "blinds," which is a portion of the opening bet. The purpose of the blinds is similar to antes in other forms of Poker, in that they represent seed money to attract prospective contenders for the pot. The size of the blinds is determined by the limit of the game being played
2. Players are each dealt five cards, one at a time, in rotation, in turn.
3. A round of betting ensues for Players who wish to continue and contend for the pot.
4. Active Players may elect to discard any number of their original cards if they choose, and have a like number replaced, in an effort to improve their final hand.
5. At the option of the active Players, there may be another round of betting. Players posting any additional bets, if made, remain active for the final showdown.
6. Active Players now expose their cards. The best hand (in reverse standard order) is declared the winner.

LOWBALL GENERAL RULES

1. IT IS THE PLAYER'S RESPONSIBILITY TO PROTECT HIS HAND AT ALL TIMES, EITHER BY HOLDING ON TO HIS CARDS OR BY PLACING CHIPS ON THEM. Dealers will assist in reading hands to the best of their ability, although it is the Player's responsibility to protect his or her hand at all times. The Dealer will assume that any unprotected, abandoned, or discarded hands are dead or have been folded. Neither the House nor the Dealer can be held accountable for the Player's failure to protect his hand. At management's discretion, a hand may be considered retrievable.
2. Before the draw, the first Player to act is the Player to the left of the big blind if they did not "Kill" the pot. After the draw, it is the Player to the left of the dealer button.
3. Initial buy-in for games through \$20 limit is five times the minimum bet. Initial buy-in for \$30 limit and above is ten times the minimum bet, however after the initial buy-in, subsequent buy-ins will be five times the minimum bet. Thereafter, only one buy of a lesser amount (short-buy) is allowed. Add-on buys, which bring you up to the minimum buy-in, will not be considered a short buy.
4. The "limit" of a game indicates the amount of each bet. There is no restriction on the number of bets or raises in LOW BALL games, except as imposed by table stakes rules.
5. Any new game employing a dealer-button will have the button positioned for the initial deal based on a random draw among the Players. After the deck has been shuffled and spread face down on the table by the Dealer the players in the new game will draw a card. Low card receiving the button. The Joker is considered the lowest card possible. If two or more Players draw the same card, the deal will be determined by suit rank: Clubs, Diamonds, Hearts and Spades.

DEALING RULES

6. Five cards constitute a playing hand. More or less than five cards after the draw is a foul hand. Before the draw, if a Player is dealt more cards than is called for and it is discovered before he acts on his hand, the extra card will be retrieved and placed on the top of the deck as the burn card. The Player receiving less than the required number of cards will receive a card(s) from the top of the deck. Any Player whose hand is fouled will forfeit all monies, antes and blinds for that hand.
7. Before dealing the draw, the top card from the stub of the deck must be discarded (burned). A Player can draw up to five cards.
8. Until the first action after the draw is taken, the Dealer must correctly state the number of cards drawn by the Players.
9. A card placed face up in the deck (boxed card) is dead and is dealt into the discards. The next card below it in the deck replaces a boxed card.

10. Before the draw, an exposed card of five (5) and under must be taken. After the draw, exposed cards cannot be taken. Player must accept a substitute card for an exposed card in order to act in turn. To replace an exposed card on the deal, the Dealer will exchange the exposed card with the top card on the deck and place the exposed card face up on top of the deck to act as the burn card. To replace a card exposed on the draw, the Dealer will complete the draw and replace the card from the top of the deck.

RULES OF PLAY

11. A knock in turn usually constitutes a "pass", but a knock on the table may also mean the declaration of a pat hand. A Player indicating a pat hand, not knowing the pot has been raised, may still play his hand, despite action taking place behind him.
12. A Player who posts a regular sized blind may only put up the amount required by the structure of a particular game. Oversize blinds are prohibited.
13. When a new Player enters a game he must wait for the big blind or "kill" the pot.
14. A Player transferred by the house from a broken game, or game where the limit was changed is dealt in immediately and does not have to post any money in order to receive a hand. If the Player allows the blinds to pass he will be considered a new Player and will not be entitled to any free hands.
15. Players entering a new game are entitled to a free hand(s) if the blind has not passed that position on the initial round.
16. A Player who allows substantial action to occur behind him risks forfeiting his right to initiate action on his hand and in certain circumstances may have his hand nullified.

BLIND RULES

17. All blinds will be arranged in clockwise order from the button. A Player should pass through all the blind positions each round. Players are responsible for putting in the total amount of the blinds each round even though the big blind may skip ahead due to players departing from the game.
18. An established Player who misses all or part of the blind(s) will be given a "missed blind" button. To receive a hand when he returns, a Player with a missed blind button must do one of the following:
- (a) Wait and come in on his big blind.
 - (b) "Kill" the pot.
 - ◆ A Player who makes up his blind is still required to take the blind in normal rotation.
19. An established Player who misses all or part of their blinds on a round can make them up by "killing the pot". A "kill" is always twice the size of the big blind. The rules governing "kills" are as follows:
- (a) Only one "kill" is permitted on a deal.

(b) A specific "kill" is set for each game. A "kill" of larger size than regulation is not permitted.

20. An established Player who misses any part of the blind can receive a hand by waiting for the big blind or posting a "kill".
21. Any Player "taking it in the middle" in lowball will post a "kill" blind. The dealer button will skip over him on the next hand without any further obligation.
22. A Player who moves to a new seat and in the process moves away from the big blind must wait out the appropriate number of hands or "kill" the pot. This rule prevents a Player from continually changing seats to unfairly get several extra hands before taking a blind.
23. A Player who has fulfilled all his blind obligations by taking all required blinds, then moves to a new seat, has the option of letting the blinds pass by one time without penalty after waiting out the appropriate number of hands. He has not unfairly received any hand because his relative position to the blinds has not improved.
24. A Player who needs to make up a blind and looks at any of his cards before posting the blind money has a dead hand, provided the error is caught before the Player acts on his hand. If he acts before the mistake is caught, the hand is live and may be played, and the Player makes up the blind on a subsequent deal.
25. If the big blind is less than the required amount because that Player is "all-in", all subsequent betting action is taken as if the full amount had been posted and the blind plays short. If the Player who was short wins the pot or buys chips the next hand, he is not required to make up the short.

BETTING RULES

26. Only a full bet constitutes a bet or a raise. Anything less than a full bet is considered to be action only. After the pot has been opened, and a Player has gone all in for an amount less than a full bet or raise, the next Player can:
 - (a) call the equivalent amount
 - (b) Put in an amount equal to a full bet or raise.
 - ♦ For example: In a \$20 limit game, the first Player bets \$20. The next Player calls the \$20 bet and goes all-in for an additional \$5. The next Player may call the initial bet and all-in wager by placing \$25 in the pot or he may raise the initial bet by placing \$40 in the pot.
27. String raises are not allowed. A Player must put in an amount at least equal to one half a raise to be allowed to return to their stack to complete a raise. A verbal declaration, i.e., "I raise" before action is started, clarifies the action and allows the player to return to their stack to fulfill their raise.
28. Check and raise is not permitted.
29. No one who checks out of turn may initiate any action.
30. A Player who puts a single chip into the pot that is larger than the bet to him is assumed to have called the bet, unless he announces "raise".

SHOWDOWN RULES

31. **Cards Speak**: Winning hand must show all cards before pot being awarded. Cards read for themselves. The player instituting the last action, (either by betting or checking) must turn his hand over first upon completion of all action.
32. Although verbal declarations with regard to the content of a Player's hand are not binding, a player miscalling a hand and causing another player to discard their hand may, at the discretion of management, risk forfeiting the pot and further disciplinary action.
33. If a bet has been made and called or check-and-check after the draw, any player may see any of the hands in play at the showdown. If a hand was surrendered face down and is retrievable and a player described above requests to see that hand, that hand is considered "dead" before the Dealer turns the cards face up. However, if the **winner of the pot** asks to see a hand, the cards will be considered "live" when the hand is shown.
34. In LOW-BALL, if a "seven" or better is passed and is the best hand, all bets after the draw are returned.
35. The winning hand must show all cards face up on the table before the pot being awarded unless all other active hands have been discarded and only one intact hand remains.
36. No pot may be awarded until all losing hands have been killed. The winning hand should remain face up until the pot is awarded.

VARIATION:

Winner Kill Low Ball is played exactly the same as Low Ball and all the same rules apply. The only EXCEPTION being that the winner of the last hand MUST "kill" the pot by doubling the amount of the big blind.

GLOSSARY

Action: What the betting and playing in a particular hand or game is called. A game with a lot of betting is an action game. The player who is first to start the betting is referred to as the "action." Any player whose turn it is to act will be told "the 'action' is on you."

Active Player: A player with a live hand still in the pot.

All-In: Having all one's chips in the pot.

Bet: Chips placed in the pot.

Big Blind: The forced bet in position in front of the button. Also the person who makes this bet.

Blind: A forced bet that one or more players must make to start the action before the first round of betting--a form of ante. The blinds rotate around the table with each new deal.

Bring it in: To start the betting on the first round.

Button: A round disc that signifies the dealer (player who is last), and establishes this position at the table, when there is a house dealer. The "Button" moves after each hand rotating around the table.

Buy-In: The minimum amount of chips required when sitting down in a particular game.

Call: To put in the pot an amount of money equal to an opponent's bet or raise.

Check: To decline to bet when it is your turn.

Chip: A round token in various denominations representing money.

Dead Hand: A hand that a player may not continue to play because of an irregularity.

Dead Money: Money put in the pot as part of a make-up blind, which does not play.

Draw: To discard and receive the same number of replacement cards. The event where all players wishing to can get replacement cards for the ones they are discarding.

Drop: This is an interchangeable term for Time Collection, Fee, Time Fee, and any other term used to describe the amount paid by the players for the time spent at the table.

Fold: To drop out of a pot rather than call a bet or raise.

Gypsy: A wager wherein the player calls, i.e., matches the amount of the big blind. The act of entering a pot without raising.

Kill: A form of straddle blind whereas a player puts in double the amount of the big blind in order to receive a hand and in the process doubles the limit of the game.

Limit: The amount a player may bet or raise on any round of betting.

Limit Poker: A poker game where the minimum and maximum amounts a player may bet or raise on any given round of betting are fixed.

Open: To make the first bet in a poker hand.

Overcall: A call of a bet after another player has already called.

Pass: To check. Also, to fold.

Pat or Stand Pat: To play a hand as it was dealt. Take no draw card(s).

Position: The spot in the sequence of betting in which a player is located. A player in first position would be the first person to act; a player in last position would be the last person to act.

Pot: The total amount of money wagered at any point in a hand.

Raise: To bet an additional amount after someone else has bet.

Round of Betting: A sequence of betting after one or more cards has been dealt. A round of betting continues until each active player has either folded or called.

Showdown: The turning up of all active player's cards at the end of the final round of betting to determine who has the winning hand.

Side Pot: A second pot for the other active players when one player is "All-in".

String Bet: Any bet wherein a player has to go back to his stack to get additional chips to complete a bet or a raise which was not verbally declared.

Substantial Action: Three players acting, or two players putting money in the pot by a bet, call, or raise.

Wager: A bet.

NO BUST 21ST CENTURY BLACKJACK

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DESCRIPTION

21st Century Blackjack is dealt from shoes containing a minimum of four and a maximum of eight decks of standard playing cards (52 plus one joker).

1. The player's objective is to form a hand that does not exceed Natural 22.
2. All Players and the Designated Players cards will be dealt face up.
Exception: double down.
3. All number cards have face value.
4. All face cards have a value of 10.
5. Aces have a value of 1 or 11.
6. Jokers are wild. A joker with any card is hard 21. Players may not draw further.
7. A natural hand beats all other hands. A natural consists of:
 - a. Two jokers (Pays 2 to 1)
 - b. Two aces or
 - c. One ace and one joker.

METHOD OF PLAY

- 1 Players make a bet, and post the proper collection.
- 2 Each Player will receive two cards on the initial deal. Designated Player receives one.
- 3 Players have the option to draw additional cards.
- 4 The value of each hand is the sum of its cards.
- 5 All Players hands are compared with the Designated Player hand.
- 6 If a player's total is more than a natural and the Designated Player's total is a natural or the less, the **DESIGNATED PLAYER WINS**.
- 7 If a Player's total is a natural or less and the Designated Player's total is more than a natural, the **PLAYER WINS**.
- 8 If the player and the Designated Player's total is above a natural:
 - a. If Designated Player is closer to a natural, **DESIGNATED PLAYER WINS**.
 - b. If Player is closer to a "Natural", it is a **PUSH**.
 - c. **DESIGNATED PLAYER WINS** all ties over a natural.
- 9 If the player and the Designated Player's total is below a natural, the hand closest to a "Natural" wins.
- 10 If the player and Designated Player are tied on a natural or less, it is a **PUSH**.
- 11 If the Designated Player 's first card is a Joker, there is no draw or surrender.
- 12 All payoffs to the extent that money covers.

GENERAL RULES

- 1 Any attempts to switch, pass, hold out cards, or any other illegal actions will cause a hand to be fouled will forfeit that wager. Any player(s) involved in such actions will be excluded from the premises and may be subject to prosecution.
- 2 Any player removing a losing bet will be subject to pay the maximum bet amount if the size of the wager cannot be determined. Player may be excluded from the premises and subject to prosecution.
- 3 A player who removes a winning wager from the betting spot may be paid the minimum bet (to the extent that money covers) if the correct amount of the wager cannot be determined.
4. Players must bet within the table limits.
5. Each table has either a fixed amount for betting, or a spread limit defining minimum and maximum amounts that may be wagered in each betting square.
6. Players must bet at least the table minimum. On fixed limit -(Condition)-tables, only the exact limit will be accepted. No more, no less!
7. Any amount bet over the table limit will not receive action.
8. No bettor can win or lose more than he has bet on a given hand. (Exception; A Player who has two Jokers is paid 2 to 1.)
9. Each qualified Player has the option to be the Designated Player.
10. If a situation arises that there is not a minimum of two different Designated Players in one round of play, the game must stop.
11. Collection is taken in advance for each bet. Each player must have a full minimum bet after paying collection.
12. If a player quits, the next player has the option of accepting the DP position, and will not be penalized because they did not have a bet on the previous hand.
13. The Designated Player is allowed to cover all individual bets, provided each bet does not exceed the maximum bet limit established by the San Jose Card Room Ordinance.
14. "Kum-Kum" banks will be paid off and/or collected as one bank.
15. Players who bank "Kum-Kum" do so at their own risk. The House will not hold up action or be responsible for settling disputes that arise from "Kum-Kum" banks.
16. Backline Players may wager on any betting square not taken by the seated Player.
17. Players must post their entire wager in the betting squares before the dice cup is opened. Stating "money covers" (or other call bets) is not acceptable.
18. Any active Player is entitled to know the amount of the Designated Player's wager, to the extent that it affects the play of his hand.

PLAYING RULES

PLAYERS OPTIONS

19. The Player must stand on:
 - (a) Soft & Hard 20
 - (b) Soft & Hard 21
 - (c) Natural 22
20. The Player must hit on 11 or less.
21. The Player has a option on:
 - 12,13, 14, 15, 16, 17, 18, 19
22. Players may double-down only on their first two cards and receive one card face down. Soft hands (ace) may not be doubled.
23. Players may split any pair with the exception of aces or jokers and receive multiple draw cards.
24. Players may only split once.
25. Players may surrender on their first two cards and forfeit half their wager to the extent that money covers.

RULES FOR DESIGNATED PLAYER

26. The Designated Player position rotates in a systematic and continuous way so the deal does not constantly remain with a single person. The Designated Player position may remain in the same position for two consecutive hands only, then move to the next position in a clockwise rotation. The game will be disbanded if at least one other intervening player at the table does not accept the deal when offered.
27. Designated Players are never required to cover all opposing Player's wagers. The house never participates as a Player or Designated Player. The house never takes a percentage of the game.
28. The following outlines all rules regarding the Designated Player's hit cards subsequent to all players receiving hit cards.
 - (a). Designated Player must **stand** on **hard 17 and above**.
 - (b). Designated Player must **hit** on **soft 17 or less**.
29. After all Players have drawn addition cards, the Designated Player will receive a second card, which determines where the action button is to be placed. The Designated Player may also draw as many cards as needed.
30. Any Player removing a losing bet will be subject to pay the maximum bet amount if the size of the wager cannot be determined. Player may be excluded from the premises and subject to prosecution.

31. A Player who removes a winning wager from the betting spot may be paid the minimum bet (to the extent that money covers) if the correct amount of the wager cannot be determined.

DEALER SHOE PROCEDURES

32. Preshuffled decks (8) are brought to the Dealer in a card carrier.
33. Dealer will reshuffle all cards.
34. Designated Player will place a cut card at least ten cards from the top of the deck.
35. Dealer cuts the deck at that spot.
36. The dealer places the cut card approximately one deck (53 cards) from the bottom of the shoe to insure that the shoe does not run out of cards in the middle of a hand.
37. When the cut card appears, the Dealer calls for new cards and completes the hand in progress.

GLOSSARY

Action Button: The Action Button is a specially marked object that is placed beside the betting boxes of the Players who will be first to: Have their cards read; Be paid by, or lose to the DP.

Action: What the betting and playing in a particular hand or game is called. A game with a lot of betting is an action game.

Back Line Betting: Any wager made by a player on any position other than their own position.

Back Liner: A back line bettor.

Bet: Chips placed on the table in a betting square.

Betting Behind or Wagering Behind: Exactly the same as "Back Line Betting".

Betting Square: A specially marked area on the table designated specifically for bets.

Boxed Card: A card that is turned face up in the deck.

Button: A round disc that signifies the DP, or, the First or Second DP wager.

Chip: A round token in various denominations representing money.

Cut: Separating the deck or decks into two parts, placing the top cards on the bottom and the bottom cards on the top.

Cut Card: A card used to determine the location of the cut.

Dead Hand: A hand that a player may not continue to play because of an irregularity.

Deck: Standard cards: 52 cards plus one Joker.

Designated Player (D.P.): Player / Banker.

Double-Down: Double your original bet.

DP Position: The betting spot that the Designated Player is occupying.

Draw: Optional cards added to initial cards.

Drop: This is an interchangeable term for Time Collection, Fee, Time Fee, and any other term used to describe the amount paid to the house to play.

Extent that Money Covers: Matching other bets until all monies have been either won and/or lost.

Hard Hand: A hand that the sum of the cards cannot have more than their face value.

Hit: Same as draw.

Kum-Kum: Means equal share. All parties collect or pay out equally according to the ratio of each share(s) to the total wager made.

Limit: The amount a player may bet in a betting square.

Natural: Highest achievable hand.

No Body Home: Term used to describe a betting spot on the table that has no bets on it.

Position: The spot in the sequence around the table in which a player is located.

Push: Neither the DP nor the player wins.

Shoe: Container that multiple decks are dealt out of.

Soft Hand: A hand that the sum of the cards could have more than one value.
Example; Ace can be valued as one or eleven!

Split: To make two hands out of one.

Surrender: Forfeit their hand and one half of their wager.

Wager: A bet.

OMAHA HI-LOW SPLIT (8 QUALIFIER) POKER

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DESCRIPTION

OMHAHA HI/LO SPLIT uses a standard, 52-card deck, generally without the Joker. At showdown time, the Low hand, providing it is an "Eight-Or-Better", will split the pot with the High hand. Should there be no Player holding an "8 or Better to qualify", the entire pot is awarded to the best-exposed High hand. As in Omaha Hi, Players must use two of their personal four cards along with three of the common five to form a traditional Poker hand, High and/or Low. They may use a different set of two cards to form each hand. It is possible for one player to have the best High and the best Low hands.

METHOD OF PLAY

1. Blinds are posted as in many other Poker games.
2. Each Player is dealt four cards, one at a time, in turn, face down.
3. A round of betting ensues for Players who wish to continue and contend for the pot.
4. Three cards are turned face up in the middle of the table (Flop)
5. A round of betting ensues for Players who wish to continue and contend for the pot.
6. A fourth card is turned next to the initial three. (Fourth Street or Turn)
7. A round of betting ensues for Players who wish to continue and contend for the pot.
8. A fifth and final card is turned next to the previous four. (The River Card/" or At the River").
9. These five cards are common to all active Players.
10. A final round of betting.
11. Active Players now expose their cards. The best High hand and the best Low hand, providing it is an "8-or Better", split the pot. Otherwise, the High hand wins all. Players must use exactly two of their personal four cards and three of the five communal cards. Should there be an "odd" chip, the HIGH hand receives it.

(NOTE: It is possible for one player to win both the High and the Low.)

GENERAL RULES

1. IT IS THE PLAYER'S RESPONSIBILITY TO PROTECT THEIR HAND AT ALL TIMES. Dealers will assist in reading hands to the best of their ability, although it is the Player's responsibility to protect his or her hand at all times. The dealer will assume that any unprotected, abandoned, or discarded hands are dead or have been folded. Neither the house nor the dealer can be held accountable for the Player's failure to protect their hand. At management's discretion, a hand may be considered retrievable.
2. Initial buy-ins for all of the above games is ten times the minimum bet. Thereafter, only one buy of a lesser amount (short-buy) is allowed. Add-on buys, which bring you up to the minimum buy-in, will not be considered a short buy-in.
3. Any new game employing a dealer-button will have the button positioned for the initial deal based on a random draw--high card receiving the button--among the players in the new game, after the deck has been shuffled and spread face down on the table by the dealer. If two or more players draw the same high card, the deal will be determined by suit rank—spades; hearts; diamonds; and clubs.

DEALING RULES

4. A card placed face up in the deck (boxed card) is dead and is dealt into the discards. The next card below it in the deck replaces a boxed card. If a Joker were to appear in a deck, it would be treated as a dead card. If a Player does not call attention to the Joker among their down cards before acting on their hand, then they have a foul hand and forfeit all rights to the pot and all monies involved.
5. If a Player's hole card is exposed due to a dealer error, they may not keep the exposed card. After completing the deal, the dealer will exchange the exposed card with the top card on the deck and place the exposed card face up on top of the deck. The exposed card will be used as the burn card before the flop, after all wagering action is completed.
6. If a Player is dealt more cards than the game they are playing in calls for; and it is discovered before they act on their hand; the extra card will be retrieved and placed on the top of the deck as the burn card. A Player receiving less than the required number of cards will receive a card(s) from the top of the deck. If either situation occurs after the Player has acted on their hand, the Player forfeits ALL antes and blinds.
7. If the flop has too many cards, it will be taken back and reshuffled except the burn card, which will remain burned. The dealer will not burn a card before dealing out a new flop. This method is used unless there has been substantial action based on an improper card, in which case, the card the Players based their actions on will stand, and the Dealer on subsequent rounds shall treat the

two stuck-together cards as a single card. If this occurs, the Dealer will not burn the top card before dealing another round of cards.

8. If the Dealer puts up the flop before all the betting is completed, the entire flop is taken back and reshuffled except the burn card which will remain burned. The Dealer will not burn a card before dealing out a new flop
9. If the Dealer turns up the fourth card on the board before the round of betting is completed, the card is not in play. After the completion of the betting, the next card is burned and the fifth card is put in the fourth card's place. After betting is completed, the Dealer will reshuffle the deck including the card that was taken out of play but not the burn card or discards. The Dealer will not burn a card before dealing out the fifth card.
10. If the fifth (5th.) card is turned up before the round of betting is completed, the card is not in play. After the betting is completed, the Dealer will reshuffle the deck including the card that was taken out of play, but not the burn card or discards. The Dealer will not burn a card before dealing out the fifth card.

RULES OF PLAY

11. A Player who allows substantial action to occur behind them risks forfeiting their right to initiate action on their hand, and in certain circumstances, may have their hand nullified.
12. A Player who posts a regular size blind may only put up the amount required by the structure of a particular game. Oversize blinds are prohibited.
13. Initial round betting action begins with the Player who is to the immediate left of the "big blind". Thereafter, action begins with the Player to the immediate left of the dealer button.
14. Players entering a new game are entitled to a free hand(s) if the blind has not passed that position on the initial round.

BLINDS

15. A Player should pass through all the blind positions each round. Players departing the game and creating open seats may force the dealer button to skip ahead and, in turn, save a Player at the table a blind position on any given round.
16. When a new Player enters a game they must wait for the big blind or post the amount of the big blind. If they choose to post the amount of the big blind, the blind acts as their opening bet and they may either call by rapping the table or raise.
17. An established Player who misses all or part of their blinds on a round can make them up by posting the total of the blinds. The excess amount over the bring-in (the big blind) becomes dead money and is placed in the center pot. It is not part of the bet. The additional blind plays in turn and is a live blind.
18. An established Player who misses all or part of their blinds will be given a "missed blind" button. To receive a hand when they return, a Player with a missed blind button must do one of the following:

- a) Wait and come in on their big blind.
- b) Place an additional blind in the pot. (See # 17)
- c) Place a straddle blind in the pot, if the position is to the immediate left of the big blind.

(See # 21)

- A player who makes up their blind is still required to take the blind in normal rotation.
19. An established Player waiting for the big blind must still post an amount equivalent to the big blind even though a Player being eliminated on the previous hand places the Player in the middle blind position. If this should occur, there would be two big blinds in play for that hand.
 20. Established Players returning to a game or new players entering a game can receive a hand at any time by posting the appropriate blind, including "taking it in the middle" of the existing blinds. The dealer button will skip over the Player who receives a hand in this manner on the next deal. Only one live blind is permitted on a deal.
 21. An established Player who misses all or part of their blinds on a round can make the up by posting a "straddle blind". A straddle blind can only be posted by the person on the immediate left of the big blind. A straddle is always twice the size of the big blind. The rules governing straddle blinds are as follows:
 22. Only one straddle is permitted on a deal.
 23. A specific size straddle is set for each game. A straddle of larger size than the regulation is not permitted.
 24. The person on the immediate left of the straddler initiates the action before the flop.
 - (a) The straddle is a live blind; that Player may raise the pot.
 - (b) The button never has the option of posting a straddle blind
 25. No sleeper bets are allowed.
 26. A Player who moves to a new seat and in the process moves away from the big blind must post the amount of the big blind or wait out the appropriate number of hands. This rule prevents a Player from continually changing seats to unfairly get several extra hands before taking a blind.
 27. A Player, who has fulfilled all their blind obligations, then moves to a new seat, has the option of letting the blinds pass by without penalty after waiting out the appropriate number of hands. They have not unfairly received any hand because their relative position to the blinds has not improved.
 28. A Player who needs to make up a blind and looks at any of their cards before posting the blind money has a dead hand, provided the error is caught before the Player acts on their hand. If the player acts before the mistake is caught, the hand is live and may be played, and the Player makes up the blind on a subsequent deal.

29. If the big blind is less than the required amount because that Player is all-in, all subsequent betting action is taken as if the full amount had been posted and the blind plays short. If the Player who was short wins the pot or buys chips the next hand, they are not required to make up the short.

BETTING

30. Only a full bet constitutes a bet or a raise. Anything less than a full bet is considered to be action only. When a Player has gone all in for an amount less than a full bet or raise, the next Player can call the equivalent amount or put in an amount equal to a full bet or raise. For example: In a \$3-\$6 game, on the last card, the first Player bets \$6. The next Player goes "All-In" for \$10. The next Player to act may call the initial bet and all-in wager by placing \$10 in the pot or they may raise the initial bet by placing \$12 in the pot.
31. String raises are not allowed. A Player must put in an amount at least equal to one half a raise to be allowed to return to their stack to complete a raise. A verbal declaration, i.e., "I raise", before action is started, clarifies the action and allows the Player to return to their stack to fulfill their raise.
32. Check and raise is permitted.
33. Anyone who checks out of turn may not initiate any action.
34. A bet and three raises are allowed. When only two Players remain in the pot there is no limit to the number of raises.
35. A Player who puts a single chip into the pot that is larger than the bet to them is assumed to have called the bet, unless they announce "raise". Exception; In spread limit, after the flop, if a player initiates the first bet with an "over-size" chip, the wager is the value of the chip.
36. All blinds are "live", meaning the Player with a blind has the option of raising the pot when the action reaches them even if there has been no previous raise.

SHOWDOWN

37. Cards Speak: Winning hand must show all cards before the pot is awarded. Cards read for themselves. The Player instituting the last action, (by either betting or checking) must turn their hand over first upon completion of all action.
38. Although verbal declarations with regard to the content of a Player's hand are not binding, a Player miscalling a hand and causing another Player to discard their hand may, at the discretion of management, risk forfeiting the pot and further disciplinary action.
39. No pot may be awarded until all losing hands have been killed. The winning hand should remain face up until the pot is awarded.
40. The winning hand must show all cards face up on the table before the pot is awarded unless all other active hands have been discarded and only one intact hand remains.
41. A Player CANNOT play the board and must be in possession of their hand.

GLOSSARY

Action: What the betting and playing in a particular hand or game is called. A game with a lot of betting is an action game. The player who is first to start the betting is referred to as the "action." Any player whose turn it is to act will be told "the 'action' is on you."

Active Player: A player with a live hand still in the pot.

Additional Blind: A make-up blind placed in the pot before a player who has missed all or part of the previous blinds is dealt a hand. The additional blind must total the amount of the small and big blinds. However, only the portion of the additional blind equivalent to the big blind plays, with the remainder of the blind being treated as dead money.

All-In: Having all one's chips in the pot.

Ante: A fixed amount of money, required per player, to be posted before the start of a hand.

Ante Button: A button used to signify the player that antes for all other players on a particular hand. (This term is only used in a few games and seldom at all today)

Bet: Chips placed in the pot.

Big Blind: The forced bet in position in front of the button, also the person who makes this bet. This is a live blind, which means that the player in this position can raise even if no one else has.

Blind: A forced bet that one or more players must make to start the action before the first round of betting--a form of ante. The blinds rotate around the table with each new deal.

Board: The five cards that are dealt face up. These cards are called community cards.

Bring it In: To start the betting on the first round.

Button: A round disc that signifies the dealer (player who is last), and establishes this position at the table, when there is a house dealer. The "Button" moves after each hand rotating around the table.

Buy-In: The minimum amount of money required when sitting down in a particular game.

Call: To put in the pot an amount of money equal to an opponent's bet or raise.

Cap: The last raise allowed on a betting round.

Check: To decline to bet when it is your turn.

Check Raise: To check and then raise the pot after an opponent bets.

Chip: A round token in various denominations representing money.

Community Cards: The five cards turned up in the center of the table, (the board) which can be used by all players.

Dead Hand: A hand that a player may not continue to play because of an irregularity.

Dead Money: Money put in the pot as part of a make-up blind, which does not play.

Drop: This is an interchangeable term for Time Collection, Fee, Time Fee, and any other term used to describe the amount paid by the players for the time spent at the table.

Fifth Street: The fifth card on board. Also known as the "River".

Flop: The first three cards on the table. They are turned up all at once and the second round of betting follows.

Fold: To drop out of a pot rather than call a bet or raise.

Fourth Street: The fourth card on board. Also known as the "Turn Card".

Gypsy: A wager wherein the player calls, i.e.. Matches the amount of the big blind. The act of entering a pot without raising.

Limit: The amount a player may bet or raise on any round of betting.

Limit Poker: A poker game where the minimum and maximum amounts a player may bet or raise on any given round of betting are fixed.

Live Blind: A blind in which a player can raise in turn even though there has been no raise to him.

Off-suit: Two different suits, used to describe the first two cards.

Open: To make the first bet in a poker hand.

Over-Call: A call of a bet after another player has already called.

Over-Card: A card on board higher than your pair.

Pass: To check. Also, to fold.

Position: The spot in the sequence of betting in which a player is located. A player in first position would be the first person to act; a player in last position would be the last person to act.

Pot: The total amount of money wagered at any point in a hand. A hand itself is also referred to as a pot.

Raise: To bet an additional amount after someone else has bet.

River: The fifth card on the board. Also known as "Fifth Street"

Round of Betting: A sequence of betting after one or more cards has been dealt. A round of betting continues until each active player has either folded or called.

Showdown: The turning up of all active player's cards at the end of the final round of betting to determine who has the winning hand.

Side Pot: A second pot for the other active players when one player is 'All-in'.

Sleeper or Sleeping on it: A form of straddle blind, which can be withdrawn, if the pot has been opened before the straddle blind can act. (Not Allowed)

Split Limit: A game with two distinct betting structures. The first two betting rounds are one half the size of the bets during the last two rounds--therefore, the terminology: \$3-\$6.

Straddle Blind: The action of placing a live blind in the pot in order to receive a hand. This can only occur if the player is to the immediate left of the big blind. The straddle blind is the last position to act and the amount of the straddle is double the amount of the big blind.

String Bet: Any bet wherein a player has to go back to his stack to get additional chips to complete a bet or a raise which was not verbally declared.

Substantial Action: Three players acting or two players putting money in the pot by a bet, call, or raise.

Suited: Two or more cards of the same suit.

Top Pair: Pairing the highest card on board

Turn: The fourth card on the board. Also known as "Fourth Street".

Wager: A bet.

Wired Pair: A pair in your hand.

OMAHA POKER

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DESCRIPTION

Omaha is frequently called "FOUR CARD HOLD'EM" because except for a couple of variations both games are the same.

These differences are:

1. Players are each dealt four cards in Omaha
2. Players MUST use exactly TWO cards of their four cards along with THREE of the common cards exposed on the table in order to form their five-card Poker hand. The traditional rankings of hands for high apply.

METHOD OF PLAY

1. Blinds are posted as in many other forms of Poker.
2. Players are each dealt four cards, face down, in rotation, in turn.
3. A round of betting ensues for Players who wish to continue and contend for the pot.
4. Three cards are turned face up in the middle of the table (Flop)
5. A round of betting ensues for Players who wish to continue and contend for the pot.
6. A fourth card is turned next to the initial three. (Fourth Street or Turn)
7. A round of betting ensues for Players who wish to continue and contend for the pot.
8. A fifth and final card is turned next to the previous four. (The River Card/" or At the River").
9. These five cards are common to all active Players.
10. A final round of betting.
11. All active Players expose their hands. Using exactly two of their personal four cards and three of the five communal cards, the active Player with the best High hand is awarded the pot.

GENERAL RULES

1. IT IS THE PLAYER'S RESPONSIBILITY TO PROTECT THEIR HAND AT ALL TIMES. Dealers will assist in reading hands to the best of their ability, although it is the Player's responsibility to protect his or her hand at all times. The dealer will assume that any unprotected, abandoned, or discarded hands are dead or have been folded. Neither the house nor the dealer can be held accountable for the Player's failure to protect their hand. At management's discretion, a hand may be considered retrievable.
2. Initial buy-ins for all of the above games is ten times the minimum bet. Thereafter, only one buy of a lesser amount (short-buy) is allowed. Add-on buys, which bring you up to the minimum buy-in, will not be considered a short buy-in.
3. Any new game employing a dealer-button will have the button positioned for the initial deal based on a random draw--high card receiving the button--among the players in the new game, after the deck has been shuffled and spread face down on the table by the dealer. If two or more players draw the same high card, the deal will be determined by suit rank—Spades; Hearts; Diamonds; and Clubs.

DEALING RULES

4. A card placed face up in the deck (boxed card) is dead and is dealt into the discards. The next card below it in the deck replaces a boxed card. If a Joker were to appear in a deck, it would be treated as a dead card. If a Player does not call attention to the Joker among their down cards before acting on their hand, then they have a foul hand and forfeit all rights to the pot and all monies involved.
5. If a Player's hole card is exposed due to a dealer error, they may not keep the exposed card. After completing the deal, the dealer will exchange the exposed card with the top card on the deck and place the exposed card face up on top of the deck. The exposed card will be used as the burn card before the flop, after all wagering action is completed.
6. If a Player is dealt more cards than the game they are playing in calls for; and it is discovered before they act on their hand; the extra card will be retrieved and placed on the top of the deck as the burn card. A Player receiving less than the required number of cards will receive a card(s) from the top of the deck. If either situation occurs after the Player has acted on their hand, the Player forfeits ALL antes and blinds.
7. If the flop has too many cards, it will be taken back and reshuffled except the burn card, which will remain burned. The dealer will not burn a card before dealing out a new flop. This method is used unless there has been substantial action based on an improper card. In which case, the card the Players based

their actions on will stand, and the Dealer on subsequent rounds shall treat the two stuck-together cards as a single card. If this occurs, the Dealer will not burn the top card before dealing another round of cards.

8. If the Dealer puts up the flop before all the betting is completed, the entire flop is taken back and reshuffled except the burn card which will remain burned. The Dealer will not burn a card before dealing out a new flop.
9. If the Dealer turns up the fourth card on the board before the round of betting is completed, the card is not in play. After the completion of the betting, the next card is burned and the fifth card is put in the fourth card's place. After betting is completed, the Dealer will reshuffle the deck including the card that was taken out of play but not the burn card or discards. The Dealer will not burn a card before dealing out the fifth card.
10. If the fifth (5th) card is turned up before the round of betting is completed, the card is not in play. After the betting is completed, the Dealer will reshuffle the deck including the card that was taken out of play, but not the burn card or discards. The Dealer will not burn a card before dealing out the fifth card.

RULES OF PLAY

11. A Player who allows substantial action to occur behind them risks forfeiting their right to initiate action on their hand, and in certain circumstances, may have their hand nullified.
12. A Player who posts a regular size blind may only put up the amount required by the structure of a particular game. Oversize blinds are prohibited.
13. Initial round betting action begins with the Player who is to the immediate left of the "big blind". Thereafter, action begins with the Player to the immediate left of the dealer button.
14. Players entering a new game are entitled to a free hand(s) if the blind has not passed that position on the initial round.

BLINDS

15. A Player should pass through all the blind positions each round. Players departing the game and creating open seats may force the dealer button to skip ahead and, in turn, save a Player at the table a blind position on any given round.
16. When a new Player enters a game they must wait for the big blind or post the amount of the big blind. If they choose to post the amount of the big blind, the blind acts as their opening bet and they may either call by rapping the table or raise.
17. An established Player who misses all or part of their blinds on a round can make them up by posting the total of the blinds. The excess amount over the bring-in (the big blind) becomes dead money and is placed in the center pot. It is not part of the bet. The additional blind plays in turn and is a live blind.

18. An established Player who misses all or part of their blinds will be given a "missed blind" button. To receive a hand when they return, a Player with a missed blind button must do one of the following:
 - a) Wait and come in on their big blind.
 - b) Place an additional blind in the pot. (See # 17)
 - c) Place a straddle blind in the pot, if the position is to the immediate left of the big blind.
(See # 21)
 - A player who makes up their blind is still required to take the blind in normal rotation.
19. An established Player waiting for the big blind must still post an amount equivalent to the big blind even though a Player being eliminated on the previous hand places the Player in the middle blind position. If this should occur, there would be two big blinds in play for that hand.
20. Established Players returning to a game or new players entering a game can receive a hand at any time by posting the appropriate blind, including "taking it in the middle" of the existing blinds. The dealer button will skip over the Player who receives a hand in this manner on the next deal. Only one live blind is permitted on a deal.
21. An established Player who misses all or part of their blinds on a round can make the up by posting a "straddle blind". A straddle blind can only be posted by the person on the immediate left of the big blind. A straddle is always twice the size of the big blind. The rules governing straddle blinds are as follows:
 22. Only one straddle is permitted on a deal.
 23. A specific size straddle is set for each game. A straddle of larger size than the regulation is not permitted.
 24. The person on the immediate left of the straddler initiates the action before the flop.
 - (a) The straddle is a live blind; that Player may raise the pot.
 - (b) The button never has the option of posting a straddle blind.
25. No sleeper bets are allowed.
26. A Player who moves to a new seat and in the process moves away from the big blind must post the amount of the big blind or wait out the appropriate number of hands. This rule prevents a Player from continually changing seats to unfairly get several extra hands before taking a blind.
27. A Player, who has fulfilled all their blind obligations, then moves to a new seat, has the option of letting the blinds pass by without penalty after waiting out the appropriate number of hands. They have not unfairly received any hand because their relative position to the blinds has not improved.
28. A Player who needs to make up a blind and looks at any of their cards before posting the blind money has a dead hand, provided the error is caught before

the Player acts on their hand. If the player acts before the mistake is caught, the hand is live and may be played, and the Player makes up the blind on a subsequent deal.

29. If the big blind is less than the required amount because that Player is all-in, all subsequent betting action is taken as if the full amount had been posted and the blind plays short. If the Player who was short wins the pot or buys chips the next hand, they are not required to make up the short.

BETTING

30. Only a full bet constitutes a bet or a raise. Anything less than a full bet is considered to be action only. When a Player has gone all in for an amount less than a full bet or raise, the next Player can call the equivalent amount or put in an amount equal to a full bet or raise. For example: In a \$3-\$6 game, on the last card, the first Player bets \$6. The next Player goes "All-In" for \$10. The next Player to act may call the initial bet and all-in wager by placing \$10 in the pot or they may raise the initial bet by placing \$12 in the pot.
31. String raises are not allowed. A Player must put in an amount at least equal to one half a raise to be allowed to return to their stack to complete a raise. A verbal declaration, i.e., "I raise", before action is started, clarifies the action and allows the Player to return to their stack to fulfill their raise.
32. Check and raise is permitted.
33. Anyone who checks out of turn may not initiate any action.
34. A bet and three raises are allowed. When only two Players remain in the pot there is no limit to the number of raises.
35. A Player who puts a single chip into the pot that is larger than the bet to them is assumed to have called the bet, unless they announce "raise". Exception; In spread limit, after the flop, if a player initiates the first bet with an "over-size" chip, the wager is the value of the chip.
36. All blinds are "live", meaning the Player with a blind has the option of raising the pot when the action reaches them even if there has been no previous raise.

SHOWDOWN

37. Cards Speak: Winning hand must show all cards before the pot is awarded. Cards read for themselves. The Player instituting the last action, (by either betting or checking) must turn their hand over first upon completion of all action.
38. Although verbal declarations with regard to the content of a Player's hand are not binding, a Player miscalling a hand and causing another Player to discard their hand may, at the discretion of management, risk forfeiting the pot and further disciplinary action.
39. No pot may be awarded until all losing hands have been killed. The winning hand should remain face up until the pot is awarded.

40. The winning hand must show all cards face up on the table before the pot is awarded unless all other active hands have been discarded and only one intact hand remains.
41. A Player cannot play the board and must be in possession of their hand.

GLOSSARY

Action: What the betting and playing in a particular hand or game is called. A game with a lot of betting is an action game. The player who is first to start the betting is referred to as the "action." Any player whose turn it is to act will be told "the 'action' is on you."

Active Player: A player with a live hand still in the pot.

Additional Blind: A make-up blind placed in the pot before a player who has missed all or part of the previous blinds is dealt a hand. The additional blind must total the amount of the small and big blinds. However, only the portion of the additional blind equivalent to the big blind plays, with the remainder of the blind being treated as dead money.

All-In: Having all one's chips in the pot.

Ante: A fixed amount of money, required per player, to be posted before the start of a hand.

Ante Button: A button used to signify the player that antes for all other players on a particular hand. (This term is only used in a few games and seldom at all today)

Bet: Chips placed in the pot.

Big Blind: The forced bet in position in front of the button, also the person who makes this bet. This is a live blind, which means that the player in this position can raise even if no one else has.

Blind: A forced bet that one or more players must make to start the action before the first round of betting--a form of ante. The blinds rotate around the table with each new deal.

Board: The five cards that are dealt face up. These cards are called community cards.

Bring it In: To start the betting on the first round.

Button: A round disc that signifies the dealer (player who is last), and establishes this position at the table, when there is a house dealer. The "Button" moves after each hand rotating around the table.

Buy-In: The minimum amount of money required when sitting down in a particular game.

Call: To put in the pot an amount of money equal to an opponent's bet or raise.

Cap: The last raise allowed on a betting round.

Check: To decline to bet when it is your turn.

Check Raise: To check and then raise the pot after an opponent bets.

Chip: A round token in various denominations representing money.

Community Cards: The five cards turned up in the center of the table, (the board) which can be used by all players.

Dead Hand: A hand that a player may not continue to play because of an irregularity.

Dead Money: Money put in the pot as part of a make-up blind, which does not play.

Drop: This is an interchangeable term for Time Collection, Fee, Time Fee, and any other term used to describe the amount paid by the players for the time spent at the table.

Fifth Street: The fifth card on board. Also known as the "River".

Flop: The first three cards on the table. They are turned up all at once and the second round of betting follows.

Fold: To drop out of a pot rather than call a bet or raise.

Fourth Street: The fourth card on board. Also known as the "Turn Card".

Gypsy: A wager wherein the player calls, i.e.. Matches the amount of the big blind. The act of entering a pot without raising.

Limit: The amount a player may bet or raise on any round of betting.

Limit Poker: A poker game where the minimum and maximum amounts a player may bet or raise on any given round of betting are fixed.

Live Blind: A blind in which a player can raise in turn even though there has been no raise to him.

Off-suit: Two different suits, used to describe the first two cards.

Open: To make the first bet in a poker hand.

Over-Call: A call of a bet after another player has already called.

Over-Card: A card on board higher than your pair.

Pass: To check. Also, to fold.

Position: The spot in the sequence of betting in which a player is located. A player in first position would be the first person to act; a player in last position would be the last person to act.

Pot: The total amount of money wagered at any point in a hand. A hand itself is also referred to as a pot.

Raise: To bet an additional amount after someone else has bet.

River: The fifth card on the board. Also known as "Fifth Street"

Round of Betting: A sequence of betting after one or more cards has been dealt. A round of betting continues until each active player has either folded or called.

Showdown: The turning up of all active player's cards at the end of the final round of betting to determine who has the winning hand.

Side Pot: A second pot for the other active players when one player is 'All-in'.

Sleeper or Sleeping on it: A form of straddle blind, which can be withdrawn, if the pot has been opened before the straddle blind can act. (Not Allowed)

Split Limit: A game with two distinct betting structures. The first two betting rounds are one half the size of the bets during the last two rounds--therefore, the terminology: \$3-\$6.

Straddle Blind: The action of placing a live blind in the pot in order to receive a hand. This can only occur if the player is to the immediate left of the big blind. The straddle blind is the last position to act and the amount of the straddle is double the amount of the big blind.

String Bet: Any bet wherein a player has to go back to his stack to get additional chips to complete a bet or a raise which was not verbally declared.

Substantial Action: Three players acting or two players putting money in the pot by a bet, call, or raise.

Suited: Two or more cards of the same suit.

Top Pair: Pairing the highest card on board

Turn: The fourth card on the board. Also known as "Fourth Street".

Wager: A bet.

Wired Pair: A pair in your hand.

PAI GOW

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DEFINITION

The ancient game of Pai Gow is played using Chinese tiles similar, in appearance only, to American dominoes. There are 32 tiles that are arranged into 16 pairs.

Each Player is "dealt" four tiles. The object of the game is for Players to set their tiles into the two best combinations of two tiles.

A player wins if both sets are of higher value when matched to the Designated Player's combinations. If both are lower, the Designated Player wins. If one set is superior and the other is not, it is a "push" and neither wins. When the Designated Player and a player have the same ranking combinations, it is called a "COPY" and the Designated Player is the winner.

METHOD OF PLAY

- 1 Players make a bet.
- 2 The Dealer mixes or shuffles the tiles face down, and places them in eight stacks of four each.
- 3 To insure the random distribution of the stacks of tiles, three dice are shaken. The total shown on the dice indicates to which seat the first stack of tiles is distributed.
- 4 Fee collection is taken before play begins.
- 5 Each Player arranges his tiles to make the two highest combinations of rankings. Assistance is available from the Dealer or Floor Supervisor in setting the tiles according to pre-established rankings, using centuries-old ranking charts.
- 6 When all players' tiles have been set, the Designated Player exposes his tiles, indicates to the Dealer how they should be set, and tells the Dealer to continue.
- 7 The Dealer then exposes each player's tiles, one player at a time, and compares their rankings with the Designated Player's ranking to determine the winner, as prescribed in the opening paragraphs above.
- 8 In order to win, a player must arrange his four tiles in two sets of two so that when compared to the Designated Player's two sets of two, they are both superiors in ranking. If both sets are of lesser ranking, the player loses. If one set is superior and the other is not, it is a "push" and neither wins. Should the front and/or back set(s) be identical (a copy), the Designated Player wins that set(s).
- 9 Bets are collected and paid only to the extent the Designated Player's money is in action.

GENERAL RULES

- 1 Any attempts to switch, pass, hold out tiles, or any other illegal actions will cause a hand to be fouled will forfeit that wager. Any player(s) involved in such actions will be excluded from the premises and may be subject to prosecution.
- 2 Any player removing a losing bet will be subject to pay the maximum bet amount if the size of the wager cannot be determined. Player may be excluded from the premises and subject to prosecution.
- 3 A player who removes a winning wager from the betting spot may be paid the minimum bet (to the extent that money covers) if the correct amount of the wager cannot be determined.

PLAYING RULES

BETTING

4. Players place their bets before the dice cup is opened. No change in bets can occur after that point. PENALTY: Possible forfeiture of wager, exclusion from premises, and subject to prosecution.
5. Players must bet within the table limits.
6. Each table has either a fixed amount for betting, or a spread limit defining minimum and maximum amounts that may be wagered in each betting square.
7. Players must bet at least the table minimum. On fixed limit -(Condition)-tables, only the exact limit will be accepted. No more, no less!
8. Any amount bet over the table limit will not receive action.
9. No bettor can win or lose more than he has bet on a given hand.
10. Each qualified Player has the option to be the Designated Player.
11. If a situation arises that there is not a minimum of two different Designated Players in one round of play, the game must stop.
12. Collection is taken in advance for each bet. Each Player must have a full minimum bet after paying collection.
13. If a player quits, the next player has the option of accepting the DP position, and will not be penalized because they did not have a bet on the previous hand.
14. The Designated Player is allowed to cover all individual bets, provided each bet does not exceed the maximum bet limit established by the San Jose Card Room Ordinance.
15. "Kum-Kum" banks will be paid off and/or collected as one bank.
16. Players who bank "Kum-Kum" do so at their own risk. The House will not hold up action or be responsible for settling disputes that arise from "Kum-Kum" banks.

17. Backline Players may wager on any betting square not taken by the seated Player.
18. Players must post their entire wager in the betting squares before the dice cup is opened. Stating "money covers" (or other call bets) is not acceptable.
19. Any active Player is entitled to know the amount of the Designated Player's wager, to the extent that it affects the play of his hand.

DICE SHAKE

20. After all bets have been made, the Designated Player shakes the dice cup the sum of which indicates the seat to receive the "ACTION" set of tiles. The Dealer exposes the dice and distributes the tiles according to the dice total.
21. The Designated Player may allow anyone to shake the dice, except a Garden City employee on duty.
22. Beginning with the Designated Player as number 1, and continuing counter clockwise, the Dealer counts around the table up to the total of the dice. The player in the position corresponding to the total of the dice receives the first stack of tiles, and his is the first bet to subsequently be resolved. The player to his right receives the second stack, and his is the second bet to be resolved, and so on around the table.
23. To determine which seat receives the first set of tiles, the Designated Player indicates which set of four tiles will be distributed first and the Dealer then indicates which is the "ACTION" stack.

DEALING THE TILES

24. Starting with the stack on his right and progressing to his left, the Dealer then deals out each stack. The first stack is dealt to the Action Button, and continues counter clockwise until all stacks are distributed.
25. The Dealer subsequently retrieves any tiles dealt to a seat without a bet. The un-played tiles should not be exposed at this time.
26. The Designated Player chooses the style of card or tile distribution. The Dealer arranges the eight stacks of four tiles according to the style of distribution decided by the Designated Player.

EXPOSED TILES

27. While tiles are being stacked:
 - (a) If the Dealer exposes a "2", a "12", a "LOW 3" or a LOW 6" he must reshuffle.
 - (b) If the Dealer exposes two or more tiles, all tiles must be reshuffled.
28. When the dealer is distributing tiles to a player
 - (a) If one tile is exposed, the player must accept as playable.
 - (b) If two or more tiles are exposed, the player's hand is dead and his bet is returned.

29. When the dealer is distributing tiles to the Designated Player
 - (a) If one tile is exposed, the Designated Player must accept it.
 - (b) If two or more tiles are exposed, play is dead, all tiles are reshuffled and re-stacked.

SETTING THE TILES FOR PLAY

30. After the deal, all tiles must remain plainly visible on or above the table.
31. The controlling player is the one with the most chips bet one that position. That player controls the setting of the tiles. It is also his decision whether to show the tiles to other bettors on that position.
32. It is each player's responsibility to arrange his tiles correctly. Hands are played as set.
33. After deciding on his strategy, each player must place his tiles in front of his bet. The tiles must be arranged in two sets of two, or in a stack of four if the player wants the Dealer to ultimately set the tiles "House Way".
34. Players are forbidden to show or discuss their hand with any player involved in another active hand.

HOUSE WAY HANDS

35. Should the player want the Dealer to set the tiles House Way, the player stacks his tiles in a stack of four. The Dealer will set them House Way after the Designated Player's hand has been set, and in normal rotation.
36. The Designated Player may also request assistance from the Dealer in the arrangement of his tiles. (See "Opening the Hands")

OPENING THE HANDS AND SETTLING THE BETS

37. After all the other players have set their hands, the Dealer gives the Designated Player his tiles.
38. The Designated Player may allow one other person at the table to handle one or more of his tiles and assist in setting the hand.
39. At the request of the Designated Player, the Dealer may show reasonable options in setting the tiles, but the final setting is the Designated Player's decision.
40. The Dealer must get the Designated Player's instruction to continue, with obvious gesture, before opening the first player's tiles.
41. The Dealer then opens each player's tiles in turn, compares the front hand and the back hand against the Designated Player's corresponding hands. Winners and losers are determined by criteria previously outlined.
42. When all tiles have been exposed, and each player's hand compared to the Designated Dealer's, payoffs start.
43. Bets are collected and paid only to the extent the Designated Player's wager is in action.

EXAMPLE: The Designated Player has wagered \$200. The first player bet \$60 and lost. The player's bet (\$60) and \$60 from the Designated Player's \$200 wager are returned to the Designated Player. That money is now "out of action". The Designated Player now has \$140 left. The next player bet \$40 and won. His bet (\$40) and \$40 from the DP's remaining bet is returned to the winning player. There has been \$100 of the Designated Player's bet removed from action, leaving \$100 for continued action. The process continues until the Designated Player's bet has been exhausted, or all bets have been settled. Any money bet by the Designated Player that has not received action is returned.

WINNING HANDS

44. The highest hands are ranked in sequence according to the Pai Gow Combination Rankings shown in the accompanying examples.
45. If neither the player nor the Designated Player has a pair, Wong, or Gong, the hands are compared according to their numerical values. If both hands have the same numerical value, the rank value must be used to determine the winner.
46. If both the player's hand and the Designated Player's hand has the same numerical value (except Zero) the hand with the highest ranking tile wins. Individual tiles are ranked in the enclosed "SINGLE RANKING CHART". Only the highest tile in each hand is relevant. The other tile does not count in breaking ties in numerical value.
47. If both the player's hand and the Designated Player's hand have numerical values of Zero (a copy) the Designated Player wins, regardless of which hand has the highest ranking tile.
48. If both players have hands of "exactly" the same ranks or value and equivalent high tiles (copy), the Designated Player wins.

RANKING OF NON-PAIR HANDS

NINE'S (9'S)	EIGHT'S (8'S)	SEVEN'S (7'S)	SIX'S (6'S)
# 1. 12 & 7	# 1. 12 & 6	#1. 12 & 5	#1. 12 & 4
# 2. 2 & 7	# 2. 2 & 6	#2. 2 & 5	#2. 2 & 4
# 3. R 8 & 11	# 3. R 8 & 10	#3. R 8 & 9	#3. R 8 & W 8
# 4. R 4 & 5	# 4. R 4 & W 4	#4. R 4 & 3	#4. W 10 & 6
# 5. W 10 & 9	# 5. W 10 & W 8	#5. W 10 & 7	#5. W 6 & R 10
# 6. W 6 & 3	# 6. 11 & 7	#6. W 6 & 11	#6. 11 & 5
# 7. W 4 & 5	# 7. R 10 & W 8	#7. W 4 & 3	#7. R 10 & R 6
# 8. 11 & W 8	# 8. 3 & 5	#8. 11 & R 6	#8. Big 7 & 9
# 9. R 10 & 9		#9. R 10 & 7	#9. 9 & Sm.7
# 10. R 6 & 3		#10. 9 & W 8	
FIVE'S (5'S)	FOUR'S (4'S)	THREE'S (3'S)	TWO'S (2'S)
# 1. R 8 & 7	# 1. 12 & 2 # 1.	#1 12 & 11	# 1. 12 & 10
# 2. R 4 & 11	# 2. R 8 & 6	# 2. 2 & 11	# 2. 2 & 10
# 3. W 10 & 5	# 3. R 4 & 10	# 3. R 8 & 5	# 3. R 8 & 4
# 4. W 6 & 9	# 4. W 10 & W 4	# 4. R 4 & 9	# 4. R 4 & W 8
# 5. W 4 & 11	# 5. W 6 & W 8	# 5. W 6 & 7	# 5. W 6 & R 6
# 6. Big 7 & W 8	# 6. W 4 & R 10	# 6. W 4 & 9	# 6. W 4 & W 8
# 7. R 6 & 9	# 7. Big 7 & Sm. 7	# 7. Big 7 & R 6	# 7. Big 7 & 5
# 8. W 8 & Sm. 7	# 8. R 6 & W 8	# 8. W 8 & 5	# 8. Sm. 7 & 5
	# 9. 9 & 5	# 9. Sm. 7 & Low 6	
	# 10. W 8 & Low 6		
ONE'S (1'S)	ZERO'S (0'S)		
# 1. R 4 & 7	All Zeros are equal (copies)		
# 2. W 10 & 11			
# 3. W 6 & 5			
# 4. W 4 & 7			
# 5. 11 & R 10			
# 6. R 6 & 5			

GLOSSARY

Action Button: The Action Button is a specially marked object that is placed beside the betting boxes of the Players who will be first to: Receive their cards; Have their cards read; Be paid by, or lose to the DP.

Action: What the betting and playing in a particular hand or game is called. A game with a lot of betting is an action game.

Active Player: The seated Player.

Back Line Betting: Any wager made by a player on any position other than their own position.

Back Liner: A back line bettor.

Bet: Chips placed on the table in a betting square.

Betting Behind or Wagering Behind: Exactly the same as "Back Line Betting".

Betting Square: A specially marked area on the table designated specifically for bets.

Boxed Card: A card that is turned face up in the deck.

Button: A round disc that signifies the DP, or, the First or Second DP wager.

Card Boxes: (Not to be Confused with a "Boxed Card") Specific areas on the table designating where the hands are to be placed.

Chip: A round token in various denominations representing money.

Dead Hand: A hand that a player may not continue to play because of an irregularity.

Designated Player: Player - Banker

Dice Cup: A special cup that has a clear housing, a solid cover, and holds 3 regular dice.

DP Position: The betting spot that the Designated Player is occupying.

Drop: This is an interchangeable term for Time Collection, Fee, Time Fee, and any other term used to describe the amount paid by the players for the time spent at the table.

Extent that Money Covers: Matching other bets until all monies have been either won and/or lost.

House Way: Term used to describe the method and rules of setting hand according to specific criteria.

Kum-Kum: Means equal share. All parties collect or pay out equally according to the ratio of each share(s) to the total wager made.

Limit: The amount a player may bet in a betting square.

No Body Home: Term used to describe a betting spot on the table that has no bets on it.

Open: Expose a hand.

Position: The spot in the sequence around the table in which a player is located

Push: Neither the DP nor the player wins.

Set a Hand: The action of placing the tiles on the table.

Wager: A bet.

PAN

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DESCRIPTION

Pan is played with a special deck of 320 cards with the 8s, 9s, 10s, and Jokers omitted. Additional cards (spades) may be deleted for certain Konditions of Pan. The game is best for 6, 7, or 8 Players, but it can be played with as few as three Players and as many as ten.

The object of the Game is to have eleven cards, face up in front of you, on the table in valid melds. The first player doing so is the winner. They receive from each player with cards and chips the total value of their melds as they lay, two for winning the hand plus the tops. This Player is the first Player dealt to on the next hand. Players who may have fouled their hand also are required to pay to the winner the value of the meld.

METHOD OF PLAY

- 1 Players wishing a hand post their Tops.
- 2 The mucker deals ten cards, five at a time, in turn counter clockwise, to each active Player.
- 3 Cards are dealt first to the Player who Panned the last hand, or to the first active Player to their right.
- 4 Each Player declares either "In" or "Goes On Top".
- 5 The first player, (see definition above) has the option to:
 - (a) Pluck a card from the deck and use it.
 - (b) Discard the Plucked card and Pluck again.
- 6 Each "IN" Player in turn has the option to:
 - (a) Use the card discarded if it was NOT from the Players hand.
 - (b) Pluck a card from the deck.
- 7 The Player who melds all of their cards first wins.
- 8 The mucker assures that all active Players pay the winner and awards the Tops.

GENERAL RULES

1. Cards are always dealt to the right (counter clockwise) not to the left as in most games. They are dealt five cards at a time. In the beginning deal, four cards are turned down and the fifth card is turned up to each player. The lowest card up is the eldest hand. From then on, the winner of each hand is dealt to first, and is first to act.
2. The PAN dealer (mucker) is responsible for shuffling the deck. After each hand, the discards are shuffled with a portion from the back of the deck, to which position these cards are then restored.
3. The dealer (mucker) gives each player ten cards, in two rounds of five at a time, beginning with winning player. For the deal he takes cards from the front of the deck, restoring any excess to the front of the deck.
4. Before play starts, each player beginning with the PREVIOUS winner, declares whether he will stay in the play or retire. If he retires, he discards his hand and forfeits his ante. Hands discarded by retiring players are not returned to the deck, but are set aside so that they may not be drawn in play.

PLAYING RULES

5. Starting with the Player to the right of dealer, each in turn draws one card, either from the top of the deck or the discard pile. If they take the top card of the deck, they must immediately use it in a meld or discard it. They may draw from the discard pile only if
6. The top card of the discard was drawn from the deck and discarded by preceding player
7. They can immediately meld this card in a combination.
8. After drawing and before completing their turn by discarding one card face up, the Player may meld as many sets as they hold, and/or add to their existing melds.
9. Each meld (or spread) must be at least three cards, it may be as many as eleven. For convenience the melds are classified as sequences (usually called "ropes") and sets.
10. Any three cards in sequence of the same suit.
11. Three cards of the same rank and of different suits. Any three aces or any three kings form a set regardless of suit (Aces and kings are called non-comoquers.)
12. Certain melds are called conditions. On melding a condition, the player immediately collects chips from every other player.
13. A player may add one or more cards to any of their melds, provided that the character of the meld is preserved.
 - (a) To a set of different suits they may add any card of the same rank
 - (b) To a set of the same suit, another of the same rank and any suit.

- (c) When such cards are so added to a condition, the player collects the value of the original condition for each additional card, **Except**
- I. Only half the value is paid for addition to a set of three cards in the same suit (2 chips in Spades, 1 chip in any other suit).
 - II. One meld may be split into two by addition of cards, provided that two valid melds result.
14. The advantage in splitting is to increase the number of open ends.
 15. If splitting a meld creates a condition, player collects for this condition, 2 chips in Spades, and 1 chip in any other suit.
 16. A player may take a card from one of his increased melds to make a new meld provided he leaves a valid meld.
 17. If, before a Player has made their first draw, a player finds they have nine cards, the dealer will serve them the additional card. If player has eleven cards, the dealer withdraws excess card from player's hand, putting such card among the discarded hands of retired players. If player has been dealt less than eight cards, the hand is dead and the player's Tops will be returned.
 18. If a player's hand is found incorrect after they have made their first draw, they must discard their hand, retire from that deal and return all collections they have made for conditions. In addition, they must continue to make due payments to others for conditions and for winning.
 19. If a player lays down any spread not conforming to the rules, they must make it valid on demand. If they cannot do so, they must return any collections made in consequence of the improper spread and legally proceed with their turn.
 20. If the player has already discarded:
 - (a) They must return all collections made on that hand,
 - (b) Discard his hand
 - (c) Retire from the play until the next deal
 - (d) Continue to make due payments to others for conditions and winning.
 21. If they make the meld valid before attention is called to it, there is no penalty.

FORCING RULES

22. If the top of the discard pile can be added to a meld of the player to whom it is available, any other player may, if they desires to, require the player to take that card. The purpose in forcing this draw on the player is to compel them to make a discard, thereby possibly breaking up a prospective combination.

OUT RULES

23. When a player shows eleven cards in melds, they collect 2 chips from every player and also collects all over again for each condition in his cards.

24. When a player has all ten cards spread, the player at their left may not discard a card that puts their right-hand opponent out, unless the player at the left has no other possible choice.
25. The requirements of a valid meld are:
- (a) "Sets" must have either three different suits represented or three of the same suit represented.
 - (b) "Sequences" must be all the same suit.

CARD RANKING

- 1 Cards in each suit rank K (high), Q, J, 7, 6, 5, 4, 3, 2, A.
- 2 The Jack and seven are in sequence. There is no rank of suits, except that Spades pay double in some cases.
- 3 All threes, fives, and sevens are valle (pronounced valley) cards, that is "cards of value". Cards of other rank are non-valle.

KONDITIONS

SQUARES (VALLE)

- 1 Valle Cards (Three Suits represented) = 1 Chip
- 2 Valle Cards (Three of the same suit) = 2 Chips
Spades are doubled = 4 Chips
- 3 Add one card of the same suit to the Condition = 1 Chip
Spades are doubled = 2 Chips

SQUARES (NON-VALLE)

- 4 Non-Valle Cards (Three of the same suit) = 1 Chip
Spades are doubled = 2 Chips
- 5 Add one card of the same suit to the Condition = 1 Chip
Spades are doubled = 2 Chips

ROPES

- 6 King, Queen, & Jack of the same suit = 1 Chip
Spades are doubled = 2 Chips
- 7 Ace, Deuce, & Trey of the same suit = 1 Chip
Spades are doubled = 2 Chips

OUTS

- 8 Going Out = 2 Chips, plus re-collecting for all valid pays on the board.

GLOSSARY

Borrowing: Taking a card from an increased meld to make a new meld provided it leaves the original meld valid.

Declaring in: Refers to a Player declaring their intentions to play the hand.

Dropping out: Deciding not to play a hand by throwing the cards face up toward the discard pile.

Flat: Ten cards melded, waiting to go out.

Force: Require a Player to accept a drawn card that adds to any meld or condition that the Player has on the table.

Foul Hand: A hand containing a incorrect number of cards and/or one or more invalid melds that cannot be made good.

Getting a "hit": Drawing a card from the deck that can be used to make a meld or can be added to an existing meld.

Going on top: Deciding not to play a hand by throwing the cards face up toward the discard pile

Good One: A card that increases the value of a meld or condition. Usually used when the Player is "going out".

Hit: Using a drawn card to validate a meld and put it on the table. Also applied to drawn cards added to existing melds or conditions

Increasing: Adding one or more cards to any a meld, provided that the character of the meld is preserved.

Kondition: A paying Meld. Also the value of the chips being used in the game.

Meld: Three or more cards placed face up on the table that meet certain requirements. Also called a "spread".

Mucker: The Dealer of the Pan game.

Non-valle: Cards that are not 3's, 5's, and 7's.

Pan a Hand: The first player to meld ELEVEN cards, ten on board plus a drawn card.

Pay: Another name for a valid condition of value.

Pecker: Refers to a hand with value (pay) that does not get a hit that enables the pay to be collected.

Pisser: Refers to a hand that has little or no potential pay value.

Rope: Another name for a Sequence

Rope: Any three or more cards in sequence of the same suit with Ace being low and King being high

Sequence: Any three or more cards in sequence of the same suit with Ace being low and King being high.

Set: Three cards of the same rank with three different suits represented or three cards of the same rank with same suit represented. Exceptions are Aces and Kings that only require three of a kind regardless of the suit(s) represented (called non-comoquers).

Splitting: Two players agree to split the tops, the hand is not played.

Spread: A general reference to any sequence, meld, condition, rope, or square that a Player has "spread" on the table.

Square: Another name for a meld or condition of cards of equal rank.

Square: Three cards of the same rank with three different suits represented or three cards of the same rank with same suit represented. Exceptions are Aces and Kings that only require three of a kind regardless of the suit(s) represented (called non-comoquers).

Stripped Deck: Refers to a pan deck with some of the cards (usually spades and/or valle cards) removed. This reduces the potential for big pays.

Stuffing: Replacing some cards back into the UN-shuffled rear portion of the deck.

The Muck: The discard pile

To Muck: To shuffle the cards (muck).

Valid meld: "Sets" must have either three different suits represented or three of the same suit represented. "Sequences" must be all the same suit.

Valle cards: '3's, '5's, and '7's

Value: What a meld may be worth.

Yarborough: Refers to a hand containing a card of each rank and no valid sequence meld.

PINEAPPLE/ HI POKER

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DESCRIPTION

PINEAPPLE ("THREE CARD HOLD'EM") is played like HOLD'EM except:

1. Players receive three cards each.
2. Players must discard one of the three cards before the flop, (Pineapple) if they decide to continue the game and contend for the pot.

METHOD OF PLAY

1. Blinds are posted as in many other Poker games.
2. Each Player is dealt three cards, one at a time, in rotation, in turn.
3. A round of betting ensues for Players who wish to continue and contend for the pot.
4. Each player wishing to stay in the hand NOW MUST discard one of their three personal cards.
5. Three cards are turned face up in the middle of the table. These are commonly called the "flop". Also known as the PINEAPPLE.
6. A round of betting ensues for Players who wish to continue and contend for the pot.
7. A fourth card is turned next to the initial three. (Fourth Street)
8. A round of betting ensues for Players who wish to continue and contend for the pot.
9. A fifth and final card is turned next to the previous four. ("The River Card"/"At The River") These five cards are common to all active Players.
10. A final betting round
11. All active players expose their hands. Using the best of their personal two cards and the five common cards, the active Player with the best five-card High hand is awarded the pot. Players may use two, one, or none (playing the board) of their personal cards to form their hand.

GENERAL RULES

1. IT IS THE PLAYER'S RESPONSIBILITY TO PROTECT THEIR HAND AT ALL TIMES. Dealers will assist in reading hands to the best of their ability, although it is the Player's responsibility to protect his or her hand at all times. The dealer will assume that any unprotected, abandoned, or discarded hands are dead or have been folded. Neither the house nor the dealer can be held accountable for the Player's failure to protect their hand. At management's discretion, a hand may be considered retrievable.
2. Initial buy-ins for all of the above games is ten times the minimum bet. Thereafter, only one buy of a lesser amount (short-buy) is allowed. Add-on buys, which bring you up to the minimum buy-in, will not be considered a short buy-in.
3. Any new game employing a dealer-button will have the button positioned for the initial deal based on a random draw--high card receiving the button--among the players in the new game, after the deck has been shuffled and spread face down on the table by the dealer. If two or more players draw the same high card, the deal will be determined by suit rank—spades; hearts; diamonds; and clubs.

DEALING RULES

4. A card placed face up in the deck (boxed card) is dead and is dealt into the discards. The next card below it in the deck replaces a boxed card. If a Joker were to appear in a deck, it would be treated as a dead card. If a Player does not call attention to the Joker among their down cards before acting on their hand, then they have a foul hand and forfeit all rights to the pot and all monies involved.
5. If a Player's hole card is exposed due to a dealer error, they may not keep the exposed card. After completing the deal, the dealer will exchange the exposed card with the top card on the deck and place the exposed card face up on top of the deck. The exposed card will be used as the burn card before the flop, after all wagering action is completed.
6. If a Player is dealt more cards than the game they are playing in calls for; and it is discovered before they act on their hand; the extra card will be retrieved and placed on the top of the deck as the burn card. A Player receiving less than the required number of cards will receive a card(s) from the top of the deck. If either situation occurs after the Player has acted on their hand, the Player forfeits ALL antes and blinds.
7. If the flop has too many cards, it will be taken back and reshuffled except the burn card, which will remain burned. The dealer will not burn a card before dealing out a new flop. This method is used unless there has been substantial action based on an improper card, in which case, the card the Players based their actions on will stand, and the Dealer on subsequent rounds shall treat the two stuck-together cards as a single card. If this occurs, the Dealer will not burn the top card before dealing another round of cards.

8. If the Dealer puts up the flop before all the betting is completed, OR before the active Players discard one of their cards, the entire flop is taken back and reshuffled except the burn card which will remain burned. The Dealer will not burn a card before dealing out a new flop.
9. If the Dealer turns up the fourth card on the board before the round of betting is completed the card is not in play. After the completion of the betting, the next card is burned and the fifth card is put in the fourth card's place. After betting is completed, the Dealer will reshuffle the deck including the card that was taken out of play but not the burn card or discards. The Dealer will not burn a card before dealing out the fifth card.
10. If the fifth (5th) card is turned up before the round of betting is completed, the card is not in play. After the betting is completed, the Dealer will reshuffle the deck including the card that was taken out of play, but not the burn card or discards. The Dealer will not burn a card before dealing out the fifth card.

RULES OF PLAY

11. A Player who allows substantial action to occur behind them risks forfeiting their right to initiate action on their hand, and in certain circumstances, may have their hand nullified.
12. A Player who posts a regular size blind may only put up the amount required by the structure of a particular game. Oversize blinds are prohibited.
13. Initial round betting action begins with the Player who is to the immediate left of the "big blind". Thereafter, action begins with the Player to the immediate left of the dealer button.
14. Players entering a new game are entitled to a free hand(s) if the blind has not passed that position on the initial round.
15. All Active players MUST discard one of their three personal cards before the flop.

BLINDS

16. A Player should pass through all the blind positions each round. Players departing the game and creating open seats may force the dealer button to skip ahead and, in turn, save a Player at the table a blind position on any given round.
17. When a new Player enters a game they must wait for the big blind or post the amount of the big blind. If they choose to post the amount of the big blind, the blind acts as their opening bet and they may either call by rapping the table or raise.
18. An established Player who misses all or part of their blinds on a round can make them up by posting the total of the blinds. The excess amount over the bring-in (the big blind) becomes dead money and is placed in the center pot. It is not part of the bet. The additional blind plays in turn and is a live blind.

19. An established Player who misses all or part of their blinds will be given a "missed blind" button. To receive a hand when they return, a Player with a missed blind button must do one of the following:
 - a) Wait and come in on their big blind.
 - b) Place an additional blind in the pot. (See # 17)
 - c) Place a straddle blind in the pot, if the position is to the immediate left of the big blind.

(See # 22)

 - A player who makes up their blind is still required to take the blind in normal rotation.
20. An established Player waiting for the big blind must still post an amount equivalent to the big blind even though a Player being eliminated on the previous hand places the Player in the middle blind position. If this should occur, there would be two big blinds in play for that hand.
21. Established Players returning to a game or new players entering a game can receive a hand at any time by posting the appropriate blind, including "taking it in the middle" of the existing blinds. The dealer button will skip over the Player who receives a hand in this manner on the next deal. Only one live blind is permitted on a deal.
22. An established Player who misses all or part of their blinds on a round can make the up by posting a "straddle blind". A straddle blind can only be posted by the person on the immediate left of the big blind. A straddle is always twice the size of the big blind. The rules governing straddle blinds are as follows:
23. Only one straddle is permitted on a deal.
24. A specific size straddle is set for each game. A straddle of larger size than the regulation is not permitted.
25. The person on the immediate left of the straddler initiates the action before the flop.
 - (a) The straddle is a live blind; that Player may raise the pot.
 - (b) The button never has the option of posting a straddle blind.
26. No sleeper bets are allowed.
27. A Player who moves to a new seat and in the process moves away from the big blind must post the amount of the big blind or wait out the appropriate number of hands. This rule prevents a Player from continually changing seats to unfairly get several extra hands before taking a blind.
28. A Player, who has fulfilled all their blind obligations, then moves to a new seat, has the option of letting the blinds pass by without penalty after waiting out the appropriate number of hands. They have not unfairly received any hand because their relative position to the blinds has not improved.
29. A Player who needs to make up a blind and looks at any of their cards before posting the blind money has a dead hand, provided the error is caught before the Player acts on their hand. If the player acts before the mistake is caught,

the hand is live and may be played, and the Player makes up the blind on a subsequent deal.

30. If the big blind is less than the required amount because that Player is all-in, all subsequent betting action is taken as if the full amount had been posted and the blind plays short. If the Player who was short wins the pot or buys chips the next hand, they are not required to make up the short.

BETTING

31. Only a full bet constitutes a bet or a raise. Anything less than a full bet is considered to be action only. When a Player has gone all in for an amount less than a full bet or raise, the next Player can call the equivalent amount or put in an amount equal to a full bet or raise. For example: In a \$3-\$6 game, on the last card, the first Player bets \$6. The next Player goes "All-In" for \$10. The next Player to act may call the initial bet and all-in wager by placing \$10 in the pot or they may raise the initial bet by placing \$12 in the pot.
32. String raises are not allowed. A Player must put in an amount at least equal to one half a raise to be allowed to return to their stack to complete a raise. A verbal declaration, i.e., "I raise", before action is started, clarifies the action and allows the Player to return to their stack to fulfill their raise.
33. Check and raise is permitted.
34. Anyone who checks out of turn may not initiate any action.
35. A bet and three raises are allowed. When only two Players remain in the pot there is no limit to the number of raises.
36. A Player who puts a single chip into the pot that is larger than the bet to them is assumed to have called the bet, unless they announce "raise". Exception; In spread limit, after the flop, if a player initiates the first bet with an "over-size" chip, the wager is the value of the chip.
37. All blinds are "live", meaning the Player with a blind has the option of raising the pot when the action reaches them even if there has been no previous raise.

SHOWDOWN

38. Cards Speak: Winning hand must show all cards before the pot is awarded. Cards read for themselves. The Player instituting the last action, (by either betting or checking) must turn their hand over first upon completion of all action.
39. Although verbal declarations with regard to the content of a Player's hand are not binding, a Player miscalling a hand and causing another Player to discard their hand may, at the discretion of management, risk forfeiting the pot and further disciplinary action.
40. No pot may be awarded until all losing hands have been killed. The winning hand should remain face up until the pot is awarded.
41. The winning hand must show all cards face up on the table before the pot is awarded unless all other active hands have been discarded and only one intact hand remains.

42. A Player who wishes to play the board must be in possession of their hand.

GLOSSARY

Action: What the betting and playing in a particular hand or game is called. A game with a lot of betting is an action game. The player who is first to start the betting is referred to as the "action." Any player whose turn it is to act will be told "the 'action' is on you."

Active Player: A player with a live hand still in the pot.

Additional Blind: A make-up blind placed in the pot before a player who has missed all or part of the previous blinds is dealt a hand. The additional blind must total the amount of the small and big blinds. However, only the portion of the additional blind equivalent to the big blind plays, with the remainder of the blind being treated as dead money.

All-In: Having all one's chips in the pot.

Ante: A fixed amount of money, required per player, to be posted before the start of a hand.

Ante Button: A button used to signify the player that antes for all other players on a particular hand. (This term is only used in a few games and seldom at all today)

Bet: Chips placed in the pot.

Big Blind: The forced bet in position in front of the button, also the person who makes this bet. This is a live blind, which means that the player in this position can raise even if no one else has.

Blind: A forced bet that one or more players must make to start the action before the first round of betting--a form of ante. The blinds rotate around the table with each new deal.

Board: The five cards that are dealt face up. These cards are called community cards.

Bring it In: To start the betting on the first round.

Button: A round disc that signifies the dealer (player who is last), and establishes this position at the table, when there is a house dealer. The "Button" moves after each hand rotating around the table.

Buy-In: The minimum amount of money required when sitting down in a particular game.

Call: To put in the pot an amount of money equal to an opponent's bet or raise.

Cap: The last raise allowed on a betting round.

Check: To decline to bet when it is your turn.

Check Raise: To check and then raise the pot after an opponent bets.

Chip: A round token in various denominations representing money.

Community Cards: The five cards turned up in the center of the table, (the board) which can be used by all players.

Dead Hand: A hand that a player may not continue to play because of an irregularity.

Dead Money: Money put in the pot as part of a make-up blind, which does not play.

Drop: This is an interchangeable term for Time Collection, Fee, Time Fee, and any other term used to describe the amount paid by the players for the time spent at the table.

Fifth Street: The fifth card on board. Also known as the "River".

Flop: The first three cards on the table. They are turned up all at once and the second round of betting follows.

Fold: To drop out of a pot rather than call a bet or raise.

Fourth Street: The fourth card on board. Also known as the "Turn Card".

Gypsy: A wager wherein the player calls, i.e.. Matches the amount of the big blind. The act of entering a pot without raising.

Limit: The amount a player may bet or raise on any round of betting.

Limit Poker: A poker game where the minimum and maximum amounts a player may bet or raise on any given round of betting are fixed.

Live Blind: A blind in which a player can raise in turn even though there has been no raise to him.

Off-suit: Two different suits, used to describe the first two cards.

Open: To make the first bet in a poker hand.

Over-Call: A call of a bet after another player has already called.

Over-Card: A card on board higher than your pair.

Pass: To check. Also, to fold.

Position: The spot in the sequence of betting in which a player is located. A player in first position would be the first person to act; a player in last position would be the last person to act.

Pot: The total amount of money wagered at any point in a hand. A hand itself is also referred to as a pot.

Raise: To bet an additional amount after someone else has bet.

River: The fifth card on the board. Also known as "Fifth Street"

Round of Betting: A sequence of betting after one or more cards has been dealt. A round of betting continues until each active player has either folded or called.

Showdown: The turning up of all active player's cards at the end of the final round of betting to determine who has the winning hand.

Side Pot: A second pot for the other active players when one player is 'All-in'.

Sleeper or Sleeping on it: A form of straddle blind, which can be withdrawn, if the pot has been opened before the straddle blind can act. (Not Allowed)

Split Limit: A game with two distinct betting structures. The first two betting rounds are one half the size of the bets during the last two rounds--therefore, the terminology: \$3-\$6.

Straddle Blind: The action of placing a live blind in the pot in order to receive a hand. This can only occur if the player is to the immediate left of the big blind. The straddle blind is the last position to act and the amount of the straddle is double the amount of the big blind.

String Bet: Any bet wherein a player has to go back to his stack to get additional chips to complete a bet or a raise which was not verbally declared.

Substantial Action: Three players acting or two players putting money in the pot by a bet, call, or raise.

Suited: Two or more cards of the same suit.

Top Pair: Pairing the highest card on board

Turn: The fourth card on the board. Also known as "Fourth Street".

Wager: A bet.

Wired Pair: A pair in your hand.

RAZZ (7 STUD/ LO) POKER

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DESCRIPTION

RAZZ is simply 7-CARD STUD played for Low, that is, the traditional ranking of Poker hands is reversed (uses a standard 52-card deck, generally without the Joker). The lowest ranked hand is now the best hand.

METHOD OF PLAY

1. Players ante, the size of which is relative to the stakes of the game.
2. Players are dealt three cards in turn, in rotation; two face down, one face up.
3. Round of betting.
4. Active Players are dealt one card, face up (4th).
5. Round of betting.
6. Active Players are dealt one card, face up (5th).
7. Round of betting.
8. Active Players are dealt one card, face up (6th).
9. Round of betting.
10. Active Players are dealt one card, face down (7th).
11. Final round of betting.
12. Active Players expose all of their cards. Best Low five-card wins and the pot.

GENERAL RULES

1. IT IS THE PLAYER'S RESPONSIBILITY TO PROTECT THEIR HAND AT ALL TIMES. Dealers will assist in reading hands to the best of their ability, although it is the Player's responsibility to protect his or her hand at all times. The dealer will assume that any unprotected, abandoned, or discarded hands are dead or have been folded. Neither the house nor the dealer can be held accountable for the Player's failure to protect their hand. At management's discretion, a hand may be considered retrievable.
2. Initial buy-ins for the above game is ten times the minimum bet. Thereafter, only one buy of a lesser amount (short-buy) is allowed. Add-on buys, which bring you up to the minimum buy-in, will not be considered a short buy-in.
3. A card placed face up in the deck (boxed card) is dead and is dealt into the discards. The next card below it in the deck replaces a boxed card. If a Joker were to appear in a deck, it would be treated as a dead card. If a Player does not call attention to the Joker among their down cards before acting on their hand, then they have a foul hand and forfeit all rights to the pot and all monies involved.

DEALING RULES

INITIAL THREE CARDS

4. If the Dealer accidentally turns up a Player's first or second hole card, the third card is dealt face down.
5. If both of a Player's first two hole cards are turned up accidentally by the Dealer, that will constitute a misdeal, and the hand will be re-dealt.
6. If a Player's first and third cards are turned up, the bet will be the amount of the force only - no completion or raise - if that seat continues to play, otherwise play resumes as normal.
7. Should the Player be responsible for one of their first two hole cards being turned over, the third card shall be dealt up as in normal conditions. The exposed card plays as one of the players' three down cards.
8. If the Dealer deals a card to an empty seat (first or second card) and the error cannot be corrected, it is dead, put into the discards, and the deal continues. If it occurs on an up card, it will be corrected by moving the cards to the proper order. If it occurs on the final down card, and it cannot be corrected, the hand plays as dealt.
9. If a Player is dealt more than two (2) hole cards and it is discovered before they act on their hand, the extra card will be retrieved and used as the burn card. A Player dealt less than two (2) hole cards will receive a card(s) from the top of the deck. If it is not discovered until after that Player takes action, they have a fouled hand and any money wagered is forfeited.

THIRD - SIXTH STREET ACTION

10. A card dealt off the table is a dead card and will be replaced after the last Player has received his card for that round. The dead card will be used for the next round's burn card, if necessary.
11. Check and raise is permitted.
12. If a Player folds his hand after making a forced bet,:
 - (a) That seat will continue to receive subsequent card(s) until there is a bet.
 - (b) If a Player folds his hand on 4th, 5th, or 6th Street and there has been no bet, the Player (seat) will continue to receive card(s) until there is a bet.
 - (c) The above mentioned card(s) will be dealt face down.
13. If a Dealer burns and deals a card(s) before a round of betting has been complete, that card(s) will be eliminated from play, along with an additional card for each remaining player in the hand. Dealer will then burn a card and deal normally. After that round of betting has concluded, play resumes in a normal fashion.
14. If the Dealer burns two cards, or fails to burn a card, the cards will be moved to the proper position if possible. If this happens on a down card and there is no way to tell which card was received, then all Players will accept the cards given to them.

SEVENTH STREET ACTION

15. If the high hand on board is "all in" before the betting starts on any round, the next high hand will initiate the action.
16. If the Dealer turns the last card face up to any Player(s), all remaining Players will receive their last card face down. The Player(s) whose card(s) was exposed has the option of declaring himself all-in, and all subsequent betting will be on the side. If the Player chooses not to be "all-in", the betting continues as normal with the Player who was high on the sixth card initiates the action.
17. (A) If there are not enough cards left in the deck to burn and deal the remaining players a seventh card, and there will be enough cards using the burn cards, the Dealer shall in the following order:
 - 1st. Burn and use the last card.
 - 2nd. Do not burn and use the last card.
 - 3rd. Scramble the burn cards with the remaining stub, burn and complete the deal using the last card if necessary. If there are exactly enough cards for the remaining players, so not burn and use the last card.
17. (B) If there are not enough remaining cards for the above procedure, the Dealer shall scramble the burn cards with the remaining stub, burn and turn over a community card. This card plays in all hands but is not used to determine who controls the action for betting purpose. If the Stub contains three or more cards (but not enough to complete the deal) burn and turn the community card directly from the stub. No scramble is necessary.

BETTING

18. Only a full bet constitutes a bet or a raise. Anything less than a full bet is considered action only. After the pot has been opened, and a Player has gone all in for an amount less than a full bet or raise, the next Player can:
 - (a) call the equivalent amount
 - (b) Put in an amount equal to a full bet or raise.
19. String raises are not allowed. A Player must put in an amount at least equal to one half a raise to be allowed to return to their stack to complete a raise. A verbal declaration, i.e., "I raise", before action is started, clarifies the action and allows the player to return to their stack to fulfill their raise.
20. Check and raise is permitted.
21. No one who checks out of turn may initiate any action.
22. A Player who puts a single chip into the pot that is larger than the bet to them is assumed to have called the bet, unless they announce "raise".

SHOWDOWN

23. At showdown, the Player initiating the last action by either checking or betting must turn his hand over first.
24. When a Player turns any of his up cards face down after a bet has been made; he concedes all rights to the pot. (Discretion of management)
25. A Player who calls a bet and is beaten "on board" is not entitled to his bet back.
26. A Player must have seven cards in order to win at showdown, except as provided in Rule Seventeen (17) b. Any other number of cards constitutes a dead hand.
27. At showdown, using reverse traditional hand rankings, the active Players with the best five-card LOW hand is the winner. All seven cards must be exposed at showdown.
28. In the case of two identical winning hands, any odd chip goes to the Player with the lowest card according to suit (Clubs, Diamonds, Hearts, Spades)

GLOSSARY

Action: What the betting and playing in a particular hand or game is called. A game with a lot of betting is an action game. The player who is first to start the betting is referred to as the "action." Any player whose turn it is to act will be told "the 'action' is on you."

Active Player: A player with a live hand still in the pot.

All-In: Having all one's chips in the pot.

Ante: A fixed amount of money, required per player, to be posted before the start of a hand.

Bet: Chips placed in the pot.

Board: The four cards that are dealt face up.

Bring it In: Means to start the betting on the first round.

Burn: To take the top card of the deck off and place it out of play by protecting it under chips or separated from the rest of the cards. A burn is removed from the deck at the start of each round of cards, except the initial deal.

Buy-In: The minimum amount of money required to sit down in a particular game.

Call: To put in the pot an amount of money equal to an opponent's bet or raise.

Cap: The last raise allowed on a betting round.

Check: To decline to bet when it is your turn.

Check Raise: To check and then raise after an opponent bets.

Chip: A round token in various denominations representing money.

Community Card: A card turned up in the center of the table, which is used by all active players.

Control Hand: The hand that controls the betting.

Dead Hand: A hand that a player may not continue to play because of an irregularity.

Down Card: Is a card that is delivered face down so that no other Player knows its value. Is also referred to as a "hole" card.

Drop: This is an interchangeable term for Time Collection, Fee, Time Fee, and any other term used to describe the amount paid by the players for the time spent at the table.

Fold: To drop out of a pot rather than call a bet or raise.

Force Bet: A bet that one player is required to put into a pot to start the first betting round

Limit: The amount a player may bet or raise on any round of betting.

Limit Poker: A poker game where the minimum and maximum amounts a player may bet or raise on any given round of betting are fixed.

Off-suit: Two different suits, used to describe the first two cards.

Open: To make the first bet in a poker hand.

Open Pair: The first two up cards are a pair.

Overcall: A call of a bet after another player has already called.

Over-Card: Any card on board higher than your pair.

Pass: To check. Also, to fold.

Position: The spot in the sequence of betting in which a player is located.

Pot: The total amount of money wagered at any point in a hand. A hand itself is also referred to as a pot.

Qualifier: The highest card a player may have in their hand to be eligible for a portion of the pot.

Raise: To bet an additional amount after someone else has bet.

River: The River is the last card delivered (face down).

Round of Betting: sequences of betting after one or more cards have been dealt. A round of betting continues until each active player has either folded or called.

Showdown: The turning up of all active player's cards at the end of the final round of betting to determine who has the winning hand.

Side Pot: A second pot for the other active players when one or more players are "All -In".

Split Limit: A game with two distinct betting structures

String Bet: Any bet wherein a player has to go back to his stack to get additional chips to complete a bet or a raise which was not verbally declared.

Substantial Action: Three players acting or two players putting money in the pot by a bet, call, or raise.

Suited: Two or more cards of the same suit.

Third Street: Describes the first three cards delivered.

Top Pair: Pairing the highest card on board

Up Card: The card that is turned face up on the table either in front of a Player as part of the individual hand or face up in the middle of the table as a "community" card that plays as part of all hands.

Wager: A bet.

Wired Pair: A pair in your hand.

SUPER PAN 9

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DESCRIPTION

SUPER PAN-9, hereafter called PAN-9, is played with multiple decks (eight to twelve) with the Sevens, Eight's, Nine's, and Ten's removed. There is no Joker.

Players are each dealt three cards face down, one at a time, in turn, in rotation, and have the option to draw an additional card.

The object is for a player to have cards whose sum total (numerical count) is closer to NINE than the sum total of the cards held by the Designated Player. Only the last digit is used.

METHOD OF PLAY

- 1 Players make a bet, and post the proper collection.
- 2 All active Players are dealt three cards face down, one at a time, in turn, in rotation.
- 3 Players, in turn, can elect to draw an additional face up card in an attempt to improve their total.
- 4 After all Players have exercised their option for an additional card the Designated Player's cards are exposed, and the same option is available to them.
- 5 Starting with the "Action" hand, each Player's hand is exposed in turn and compared to the Designated Player's hand total to determine the winner based on the above criteria.
- 6 Bets are collected and paid only to the extent the Designated Player's money is in action.

CARD VALUES:

Ace = 1	Six = 6
Deuce = 2	Jack = 10 (0)
Trey = 3	Queen = 10 (0)
Four = 4	King = 10 (0)
Five = 5	

GENERAL RULES

1. Any attempts to switch, pass, hold out cards, or any other illegal actions will cause a hand to be fouled will forfeit that wager. Any player(s) involved in such actions will be excluded from the premises and may be subject to prosecution.
2. Any player removing a losing bet will be subject to pay the maximum bet amount if the size of the wager cannot be determined. Player may be excluded from the premises and subject to prosecution.
3. A player who removes a winning wager from the betting spot may be paid the minimum bet (to the extent that money covers) if the correct amount of the wager cannot be determined.

DEALING RULES

4. Play starts at the Action Button seat and progresses clockwise.
5. The Designated Player may have anyone shake the dice, except a Garden City employee on duty.
6. A boxed card dealt from the shoe is dead and is replaced with the very next card. If three or more boxed cards appear in any hand, the shoe is declared "unplayable", the current hand canceled, and a new shoe put into action. All previous hands stand as played.
7. When the Dealer deals a card off the table, that card is dead and will be replaced from the shoe after the initial deal is completed.
8. All exposed cards on the initial deal will play as dealt. Cards accidentally exposed by the dealer on the draw will be replaced after the Designated Player's action is complete.
9. A MISDEAL will be called if:
 - (a) It has been determined, before the deal is completed, that cards have gone to the wrong position;
 - (b) The Designated Player was dealt the wrong number of cards.
10. A player may have a foul hand if he does not start with exactly three cards.

INITIAL THREE CARDS

11. The player with the largest wager controls the cards and sets the hand.
12. No player is allowed to pick up any hand out of sequence, nor allowed to reach across another position to pick up any cards or hand. The Dealer will

give the entire hand to the proper player, and replace the hand in its proper position.

13. In the Designated Player's position, the largest bank in action has the final decision as to the play of the hand.
14. The Designated Player's hand will not be opened until all hands have been set and the draw completed.
15. If the Designated Player's hand is accidentally exposed before all hands have been set, the unset hands will be played House Way.
16. A player may not surrender his hand. All hands will be exposed and read by the Dealer.
17. All players are forbidden to show or discuss their hands with any player involved in another active hand.
18. A hand that has been misread by the Dealer will play at true value if it can be retrieved intact.
19. Players are responsible for the final play of their hands. If a player requests assistance on the play of a hand, the Dealer will play it "House Way".
20. Management will replay any House Way hand improperly played by the Dealer, if it can be retrieved intact. The Dealer will not cause any player's hand to be fouled or played incorrectly.

THE DRAW

21. Each player requesting a card places his initial three cards in the back box of the respective position, that is, the box closest to him. If no card is desired, the hand must be placed in the front box, that is, the one closest to the Dealer.
22. A player has a foul hand if he takes a card and does not end up with exactly four cards.
23. There can be no misdeal declared after the draw has commenced, except when the Designated Player's hand does not contain exactly three cards.
24. After the Dealer's announcement, "ALL HANDS SET" players may not touch their wager, their cards, nor the draw card. PENALTY: Possible forfeiture of wager.
25. When the Designated Player's hand totals three (3) or less, the Dealer will automatically draw a card for the Designated Player.
26. When the Designated Player's three-card total is seven, eight, or nine he must stand.
27. When the Designated Player's three-card total is four (4), five (5), or six (6) an option to stand or draw must be exercised by the Designated Player. The Designated Player's hand is not set until he signifies with an obvious gesture, and only then will the Dealer start to open the players' hands.

HOUSE WAYS

PLAYERS

- 1 When the 3-card total is Five or Less, the hand must hit.
- 2 When the 3-card total is Six or More the hand must stand.

DESIGNATED PLAYER

- 1 Designated Player must stand when the 3-card total is 7, 8, or 9.
- 2 The hand **MUST** be hit when the 3-card total is 3 or less.
- 3 Designated Player has an option to hit or stand on any 3-card total of 4, 5, or 6.

GLOSSARY

Action Button: The Action Button is a specially marked object that is placed beside the betting boxes of the Players who will be first to: Receive their cards; Have their cards read; Be paid by, or lose to the DP.

Action: What the betting and playing in a particular hand or game is called. A game with a lot of betting is an action game.

Active Player: The seated Player.

Back Line Betting: Any wager made by a player on any position other than their own position.

Back Liner: A back line bettor.

Bet: Chips placed on the table in a betting square.

Betting Behind or Wagering Behind: Exactly the same as "Back Line Betting".

Betting Square: A specially marked area on the table designated specifically for bets.

Boxed Card: A card that is turned face up in the deck.

Button: A round disc that signifies the DP, or, the First or Second DP wager.

Card Boxes: (Not to be Confused with a "Boxed Card") Specific areas on the table designating where the hands are to be placed.

Chip: A round token in various denominations representing money.

Dead Hand: A hand that a player may not continue to play because of an irregularity.

Designated Player: Player - Banker

Dice Cup: A special cup that has a clear housing, a solid cover, and holds 3 regular dice.

DP Position: The betting spot that the Designated Player is occupying

Draw: Optional card added to initial cards.

Drop: This is an interchangeable term for Time Collection, Fee, Time Fee, and any other term used to describe the amount paid by the players for the time spent at the table.

Extent that Money Covers: Matching other bets until all monies have been either won and/or lost.

House Way: Term used to describe the method and rules of setting hand according to specific criteria.

Kum-Kum: Means equal share. All parties collect or pay out equally according to the ratio of each share(s) to the total wager made.

Limit: The amount a player may bet in a betting square.

No Body Home: Term used to describe a betting spot on the table that has no bets on it.

Open: Expose a hand.

Position: The spot in the sequence around the table in which a player is located

Push: Neither the DP nor the player wins.

Set a Hand: The action of placing the hand on the table.

Shoe: A device that holds the cards.

Wager: A bet.